

Character Name							
Paladin 2							
CLASS							
2 (2)		1000 / 3000					
Character Level (CR)				EXP/NEXT LEVEL			
ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	
STR Strength	13	+1	13	+1			
DEX Dexterity	10	+0	10	+0			
CON Constitution	11	+0	11	+0			
INT Intelligence	10	+0	10	+0			
WIS Wisdom	13	+1	13	+1			
CHA Charisma	14	+2	14	+2			
SAVING THROWS		TOTAL		BASE		ABILITY	

	CONSTITUTION	DEXTERITY	STRENGTH	INTELLIGENCE	WISDOM	CHARISMA
FORTITUDE (constitution)	+5	+3	+0	+0	+2	+0
REFLEX (dexterity)	+2	+0	+0	+0	+2	+0
WILL (wisdom)	+3	+0	+1	+0	+2	+0

+2 to hit and +2 damage against Evil (Smite Evil 1/day)

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+2	+1	+0	+0	+0	
RANGED attack bonus	+2	=	+2	+0	+0	+0	+0	
GRAPPLE attack bonus	+3	=	+2	+1	+0	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+1	20/x2	5 ft.

Special Properties:

*Gauntlet				Hand	Type	Size	Critical	Reach
				Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+3	1d3+1	2W-P-(OH)	-3		1d3+1		
1H-O	-1	1d3	2W-P-(OL)	-1		1d3+1		
2H	+3	1d3+1	2W-OH	-5		1d3		

Special Properties: This metal glove protects your hands and lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

*Heavy Metal Shield				Hand	Type	Size	Critical	Reach
				Off-hand	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	-1	1d4+1	2W-P-(OH)	-7		1d4+1		
1H-O	-5	1d4	2W-P-(OL)	-5		1d4+1		
2H	-1	1d4+1	2W-OH	-11		1d4		

Longsword				Hand	Type	Size	Critical	Reach
				Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+3	1d8+1	2W-P-(OH)	-3		1d8+1		
1H-O	-1	1d8	2W-P-(OL)	-1		1d8+1		
2H	+3	1d8+1	2W-OH	-7		1d8		

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Banded Mail	Heavy	+6	+1	-6	35
This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. The suit includes gauntlets.					
*Heavy Metal Shield	Heavy	+2		-2	15

HP per day

Encumbrance	Heavy (rules applied)
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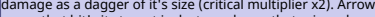
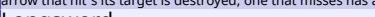
SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
[]				[]				Walk 20 ft.			
[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
+ 2	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	
[]	50	-8	0	[]	[]	[]	[]	[]	[]	[]	[]
MISS ANCE	Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST				

TOTAL SKILLPOINTS: 15		SKILLS		MAX RANKS: 5/2/5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	0	= 0		
✓	Balance	DEX	-8	= 0		+ -8
✓	Bluff	CHA	2	= 2		
✓	Climb	STR	-7	= 1		+ -8
✓	Concentration	CON	2	= 0	+ 2	
✓	Concentration (Cast defensively)		0	= 0		
	Craft (Bowmaking)	INT	1	= 0	+ 1	
✓	Craft (Untrained)	INT	0	= 0		
✓	Diplomacy	CHA	5	= 2	+ 1	+ 2
✓	Disguise	CHA	2	= 2		
✓	Escape Artist	DEX	-8	= 0		+ -8
✓	Forgery	INT	0	= 0		
✓	Gather Information	CHA	2	= 2		
	Handle Animal	CHA	3	= 2	+ 1	
✓	Heal	WIS	4	= 1	+ 3	
✓	Hide	DEX	-8	= 0		+ -8
✓	Intimidate	CHA	2	= 2		
✓	Jump	STR	-13	= 1		+ -14
	Knowledge (Nobility and Royalty)	INT	1	= 0	+ 1	
	Knowledge (Religion)	INT	1	= 0	+ 1	
✓	Knowledge (Untrained)	INT	0	= 0		
✓	Listen	WIS	1	= 1		
✓	Move Silently	DEX	-8	= 0		+ -8
✓	Ride	DEX	1	= 0	+ 1	
✓	Search	INT	0	= 0		
✓	Sense Motive	WIS	7	= 1	+ 4	+ 2
✓	Spot	WIS	1	= 1		
✓	Survival	WIS	1	= 1		
✓	Swim	STR	-15	= 1		+ -16
✓	Use Rope	DEX	0	= 0		
				=	+	+
				=	+	+

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

Shortbow			Hand	Type	Size	Critical	Reach
			Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +2		Damage: 1d6			
	60 ft.	120 ft.	180 ft.		240 ft.		300 ft.
	+2	+0	-2		-4		-6
Dam	1d6	1d6	1d6		1d6		1d6
	360 ft.	420 ft.	480 ft.		540 ft.		600 ft.
TH	-8	-10	-12		-14		-16
Dam	1d6	1d6	1d6		1d6		1d6

Special Properties: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow but not a regular shortbow.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Gauntlet	Equipped	1	1 / 2	
This metal glove protects your hands and lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.				
Heavy Metal Shield	Equipped	1	15 / 20	
Traveler's Outfit	Equipped	1	5 / 0	
This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.				
Banded Mail	Equipped	1	35 / 250	
This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. The suit includes gauntlets.				
Pouch, Belt	Equipped	2	0.5 (1) / 1 (2)	
5 lbs., 1 Holy Water, 1 Waterskin (Filled)				
Holy Water	Pouch, Belt	1	1 / 25	
Damage undead or evil outsiders for 2d4. Throw as a splash weapon (P158) as ranged touch attack with range increment 10 feet. (Splash does 1pt damage to every undead/evil outsider adjacent to target).				
Waterskin (Filled)	Pouch, Belt	1	4 / 1	
A waterskin is a leather pouch with a narrow neck that is used for holding water.				
Backpack	Equipped	1	2 / 2	
28 lbs., 1 Whetstone, 2 Rations (Trail/Per Day), 1 Bedroll, 1 Flint and Steel, 1 Tent				
Whetstone	Backpack	1	1 / 0	
Rations (Trail/Per Day)	Backpack	2	1 (2) / 0.5 (1)	
				
Bedroll	Backpack	1	5 / 0.1	
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.				
Flint and Steel	Backpack	1	0 / 1	
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.				
Tent	Backpack	1	20 / 10	
This simple tent sleeps two.				
Arrow (20)	Equipped	2	3 (6) / 1 (2)	
    				
An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of it's size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hit's its target is destroyed; one that misses has a 50%% chance of being destroyed or lost.				
Longsword	Carried	1	4 / 15	
Shortbow	Carried	1	2 / 30	
You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow but not a regular shortbow.				
Rope, Hempen	Carried	1	10 / 1	
This rope has 2 hit points and can be burst with a DC 23 Strength check.				
TOTAL WEIGHT CARRIED/VALUE		108.5 lbs.	362.1qp	

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

MONEY
Total= 0 gp [Unspent Funds = 100.52 gp]

MAGIC

Languages
Common

Other Companions

Special Qualities	
Associates	[Wizards of the Coast - Players Handbook, p.44]
While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.	
Aura of Good (Ex)	[Wizards of the Coast - Players Handbook, p.44]
The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.	
Code of Conduct	[Wizards of the Coast - Players Handbook, p.44]

A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Detect Evil (Sp)	[Wizards of the Coast - Players Handbook, p.44]
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At will, a paladin can use detect evil, as the spell.

Divine Grace (Su) [Wizards of the Coast -
Players Handbook, p.44]

At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Human Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]
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4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Lay on Hands (Su)	[Wizards of the Coast - Players Handbook. p.44]
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Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level * her Charisma bonus. For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Smite Evil (Su)	[Wizards of the Coast - Players Handbook, p.44]
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Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. For example, a 13th-level paladin armed with a longsword would deal 1d8+13 points of damage, plus any additional bonuses for high Strength or magical affects that would normally apply. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3-12: The Paladin, to a maximum of five times per day at 20th level.

Weapon and Armor Proficiency	[Wizards of the Coast - Players Handbook, p.44]
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Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Feats	
Mounted Combat You are skilled in mounted combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.	[Book of Vile Darkness, p.98]
Negotiator You are good at gauging and swaying attitudes. You get a +2 bonus on all Diplomacy checks and Sense Motive checks.	[Wizards of the Coast - Player's Handbook, p.98]

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will Detect Evil	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	PH.p.218
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Reveals creatures, spells, or objects of selected alignment. [SR:No]					
*=Domain/Speciality Spell					

Innate

At Will Detect Evil

Kai Sylgeiros

RACE	Human
AGE	22
AGE	
GENDER	Male
VISION	
ALIGNMENT	Lawful Good
ALIGNMENT	
DOMINANT HAND	Right
HEIGHT	5' 4"
WEIGHT	150 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	
Race Type	Humanoid
Race Sub Type	

Description:
Biography: