

Nikki Sweetbottom

NAME
 Pld6 15150
 CLASS EXPERIENCE
 6 21000
 Character Level NEXT LEVEL

Dave R.

PLAYERNAME
 Halfling (Strongheart) Small
 RACE SIZE
 3' 2" 36 lbs.
 HEIGHT WEIGHT
 37 Female Blue
 AGE GENDER EYES

Yondalla
 DEITY

Lawful Good
 ALIGNMENT



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	17	+3	17	+3	17	+3

HP hit points	36	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED Walk 15'		
AC armor class	20	17	14	10	5	1	3	1	0	0	25	-4	0	MISS CHANCE			ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC									

INITIATIVE modifier	+3	=	+3	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+6/+1				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	+5	+2	+0	+3	+0		
REFLEX (dexterity)	+8	+2	+3	+0	+3	+0		
WILL (wisdom)	+8	+2	+3	+0	+3	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	+6/+1	+3	+1	+0	+0	
RANGED attack bonus	+10/+5	+6/+1	+3	+1	+0	+0	
GRAPPLE attack bonus	+5/+0	+6/+1	+3	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d2+3	20/x2

*Sword (Short/Small)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	P	S	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+10	1d4+5			
Special Properties	+2			

*Longsword (Small)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	S	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+10/+5	1d6+3			
Special Properties				

Shortbow (Small)	CURRENT HAND	TYPE	SIZE	CRITICAL	
	Carried	P	S	20/x3	
To Hit	30'	60'	120'	180'	240'
	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1
Dam	1d4	1d4	1d4	1d4	1d4
Special Properties	(Shortbow (Small))				

*: weapon is equipped
 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
*Breastplate	Medium	+5	+3	-4	25

LAY ON HANDS
HP per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Appraise	INT	2	=	2	+	+
✓ Balance	DEX	1	=	3	+	2.0 + -4
✓ Bluff	CHA	3	=	3	+	+
✓ Climb	STR	1	=	3	+	-2
✓ Concentration	CON	4	=	2	+	2.0 +
✓ Craft (Untrained)	INT	2	=	2	+	+
✓ Diplomacy	CHA	11	=	3	+	6.0 + 2
✓ Disguise	CHA	3	=	3	+	+
✓ Escape Artist	DEX	-1	=	3	+	-4
✓ Forgery	INT	2	=	2	+	+
✓ Gather Information	CHA	3	=	3	+	+
✓ Handle Animal	CHA	5	=	3	+	2.0 +
✓ Heal	WIS	4	=	3	+	1.0 +
✓ Hide	DEX	3	=	3	+	+
✓ Intimidate	CHA	3	=	3	+	+
✓ Jump	STR	-8	=	3	+	-11
✓ Knowledge (Nobility and Royalty)	INT	4	=	2	+	2.0 +
✓ Knowledge (Religion)	INT	4	=	2	+	2.0 +
✓ Listen	WIS	5	=	3	+	2
✓ Move Silently	DEX	3	=	3	+	2.0 + -2
✓ Perform (Dance)	CHA	4	=	3	+	1.0 +
✓ Ride	DEX	7	=	3	+	4.0 +
✓ Search	INT	2	=	2	+	+
✓ Sense Motive	WIS	8	=	3	+	5.0 +
✓ Spot	WIS	3	=	3	+	0.5 +
✓ Survival	WIS	3	=	3	+	+
✓ Swim	STR	-5	=	3	+	0.5 + -8
✓ Use Rope	DEX	3	=	3	+	+

✓ : can be used untrained. X : exclusive skills

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	-1	Turn level	3
1 - 3	0	Turn damage	2d6 +6
4 - 6	1	You destroy Undead creatures with total hit dice up to 1.	
7 - 9	2		
10 - 12	3		
13 - 15	4		
16 - 18	5		
19 - 21	6		
22+	7		
TURN/DAY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (20)	Carried	1	3.0	1.0	
☐					
Sword (Short/Small)	Equipped	1	1.0	10.0	
+2					
Backpack		1	2.0	2.0	
<small>9.52 lbs., 1 Bedroll, 1 Scroll (Bless), 1 Scroll (Cure Minor Wounds), 1 Flint and Steel, 1 Holy Symbol (Wooden), 3 Holy Water (Flask), 1 Potion (Bear's Endurance), 1 Rations (Trail/Per Day), 1 Sack, 1 Waterskin, 1 Potion (Water Breathing)</small>					
Bedroll	Backpack	1	5.0	0.1	
Breastplate	Equipped	1	30.0	200.0	
Flint and Steel	Backpack	1	0.0	1.0	
Holy Symbol (Wooden)	Backpack	1	0.0	1.0	
Holy Water (Flask)	Backpack	3	1.0	25.0	
			(3.0)	(75.0)	
Longsword (Small)	Equipped	1	2.0	15.0	
Outfit (Traveler's/Small)	Equipped	1	1.25	0.0	
Potion of Bear's Endurance	Backpack	1	0.0	300.0	
☐					
Potion of Water Breathing	Backpack	1	0.0	750.0	
☐					
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
Ring of Blinking	Equipped	1	0.0	27000.0	
Sack	Backpack	1	0.5	0.1	
<small>0 lbs.</small>					
Scroll (Bless)	Backpack	1	0.01	25.0	
Scroll (Cure Minor Wounds)	Backpack	1	0.01	12.5	
Shortbow (Small)	Carried	1	1.0	30.0	
<small>0 lbs.</small>					
<small>(Shortbow (Small))</small>					
Waterskin	Backpack	1	0.0	1.0	
<small>0 lbs.</small>					
TOTAL WEIGHT CARRIED/VALUE			37 lbs.	28424.2 gp	

WEIGHT ALLOWANCE					
Light	65	Medium	130	Heavy	195
Lift over head	195	Lift off ground	390	Push / Drag	975

MONEY	
1192 gold	
Also speaks Shaaron and Halruaan (Forg. Realms languages)	
Total = 0.0 gp	

MAGIC	
Ring of Blinking	
+2 Shortsword	

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Aura of Courage (Su)	
Aura of Good	
Divine Grace (Su)	
Divine Health (Ex)	
Lay on Hands (Su) 18 hp/day	
Remove Disease (Sp) 1/week	
Smite Evil (Su) 2/day	
Special Mount (Sp)	
Turn Undead (Su) 6/day (turn level 3) (turn damage 2d6+6)	

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
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.
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Common, Dwarven, Elven, Halfling	

Paladin Innate Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil	14	None	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation					
* =Domain/Specialty Spell										

Paladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Bless	14	None	1 standard action	3 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
☐☐☐☐☐ Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched				
☐☐☐☐☐ Bless Weapon	14	None	1 standard action	3 minutes	Touch	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched				
☐☐☐☐☐ Create Water	14	None	1 standard action	Instantaneous	Close (30')	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 6 gallons of pure water.					<i>Target:</i> Up to 6 gallons of water				
☐☐☐☐☐ Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+3 damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Detect Poison	14	None	1 standard action	Instantaneous	Close (30')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐☐ Detect Undead	14	None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Divine Favor	14	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.					<i>Target:</i> You				
☐☐☐☐☐ Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Magic Weapon	14	Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched				
☐☐☐☐☐ Protection from Chaos	14	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Protection from Evil	14	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Read Magic	14	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
☐☐☐☐☐ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Restoration, Lesser	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched				

* = Domain/Specialty Spell

Paladin Innate Spells

At Will Detect Evil (DC:14)

Nikki Sweetbottom



Halfling (Strongheart)

RACE

37

AGE

Female

GENDER

Normal

VISION

Lawful Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

3' 2"

HEIGHT

36 lbs.

WEIGHT

Blue

EYE COLOUR

Smooth

SKIN COLOUR

Black, Long

HAIR

PHOBIAS

Steadfast, Selfless

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Biography:

THE LAY OF NIKKI SWEETBOTTOM

Far to the south and east there lays

Fair Luiren of mirth and shimmering light

A land of halflings strong of heart

And obedient to Yondalla's might

So from this land fair Nikki does come

Stoic, reserved, and just

Her true mission know only to her and her clan

But she admits only to a wanderlust

For the Devout Voice of Yondalla in Beluir did call

For Nikki to travel north

And root out the evil entrenched there within

And prove her faith follows due course

Far does she travel and much she does learn

Of the ways of races most strange

But all who know her find fear disappears

And strength to battle creatures deranged

Her companions she holds dear to her heart

Even the stout dwarf despite his nose pickin'

They have proved their mettle against dragons and the like

Thanks to their strength and a sorceress with a chicken

And a rogue who worships the wood

Yet whittles his foes to meet his fancy

Nikki shakes her head to understand the ways of her friends

And smiles at the brave songs from Clancy

So the adventure begins and let all evil fear

Nikki and her companions enter foul lairs and dungeons alike

Treasure, fame, songs and magic abounds

And Hin Paladin of the Two Swords will strike

Notes:

Character Sheet Notes:

New Item:

New Value

New Item:

New Value