Ian MacLaren — Character Name
Chad Horsley — Player

Paladin	Human	Lawful Good	Nuada
Class	Race	Alignment	Deity

4	M	Male	5’ 11”	185	Fiery Red	Green
Level	Size	Gender	Height	Weight	Hair	Eyes

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Ability name	Ability score	Ability mod	Temp score	Temp mod
STR	18	+4	0	0
DEX	10	0	0	0
CON	16	+3	0	0
INT	16	+3	0	0
WIS	13	+1	0	0
CHA	18	+4	0	0

	total	Wounds/current hp	Stun damage
HP	51		

AC	total	+10	+5 (Armor bonus)	+2 (shield Bonus)	0 (Dex bonus)	0 (Size Mod)	0 (misc)
	17						

Arcane Spell failure	Armor Check penalty
-6	

speed 30

armor type

initiative	total	Dex mod	Misc mod
	0	0	0

base attack	+4

	total	Base save	Ability mod	Magic mod	Misc Mod
fortitude	+11	+4	+3	0	+4
reflex	+5	+1	0	0	+4
will	+6	+1	+1	0	+4

Conditional modifiers

	total	Base attack	Ability Mod	Size mod	Misc Mod
Melee	+8	+3	+4	0	0
Ranged	+4	+3	0	0	0

weapon	Total attack bonus	damage	Critical
Longsword (Aquan)	+9/+11	1d8+4(1/3)	19-20/x2
range	weight	size	type	special
-	4	M	S (Bane Wea)	+3 versus water dwelling/etc

weapon	Total attack bonus	damage	Critical
Light Crossbow	+4	1d8	19-20/x2
range	weight	size	type	special
80ft.	6	S	P	

weapon	Total attack bonus	damage	Critical
Warhammer	+8	1d8+4	20/x3
range	weight	size	type	special
-	8	M	B	

weapon	Total attack bonus	damage	Critical
range	weight	size	type	special

Armor/other	Type	Armor bonus	Check penalty
Chain Mail	M	+5	-5
Max dex	Weight	speed	spell fail	special
+2	40	20		

Shield/other	Type	Armor bonus	
Wooden	L	+2	10lb
special			

skills

C	C	Skill name	Key ability	total	Ability mod	ranks	Misc
☒		Alchemy	Int				
☐		Animal empathy	Cha	-			
☒		Appraise*	Int	+2	+2		
☒		Balance*	Dex	0	0		
☒		Bluff*	Cha	+4	+4		
☒		Climb*	Str	+4	+4		
☐		Concentration*	Con	+3	+3		
☐		Decipher script	Int	-			
☐		Diplomacy*	Cha	+11	+4	7	
☒		Disable device	Int	0			
☒		Disguise*	Cha	+4	+4		
☒		Escape artist*	Dex	0	0		
☒		Forgery*	Int	+2	+2		
☒		Gather info*	Cha	+5	+4	1	
☐		Handle animal	Cha	+9	+4	5	
☐		Heal*	Wis	+4	+1	3	
☒		Hide*	Dex	0			
☒		Innuendo	Wis				
☒		Intimidate*	Cha	+4	+4		
☒		Intuit direction	Wis				
☒		Jump*	Str	+4	+4		
☒		Arcane know.	Int				
☐		Religious know.	Int	+9	+2	7	
☒		Nature know.	Int				
☒		Listen*	Wis	+1	+1		
☒		Move silently*	Dex	0			
☒		Open lock	Dex	0			
☒		Perform*	Cha	+4	+4		
☒		Pick pockets	Dex	0			
☐		Read lips	Int	-			
☐		Ride*	Dex	+12		7	5
☐		Scry*	Int	+2	+2		
☒		Search*	Int	+2	+2		
☒		Sense motive*	Wis	+1	+1		
☒		Spell craft	Int				
☒		Spot*	Wis	+1	+1		
☒		Swim*	Str	+4	+4		
☒		Tumble	Dex				
☐		Use magic device	Cha	-			
☒		Use rope*	Dex	0			
☒		Wilderness lore*	Wis	+1	+1		
☐		Profession: Rancher	Int	+3	+2	1	
☐							
☐							

* = Skill can be used untrained

Lift over head
300
Lift off ground
600
Push or drag
1500
6240
EXP

Class Features

- Simple Weapon Proficiency
- Martial Weapon Proficiency
- Light Armor Proficiency
- Medium Armor Proficiency
- Heavy Armor Proficiency
- Shield Proficiency
- Detect Aura of Evil
- Divine Grace
- Lay on Hands
- Divine Health
- Aura of Courage
- Smite Evil
- Turn Undead
- Remove Disease
- Gain Spells

Feats

- Expertise
- Mounted Combat
- Saddleback

Languages

- Abyssal
- Common
- Draconic
- Celestial
- Dwarven
- Aquan

Racial Traits

- One extra skill point/lvl.
- Favored Multiclass: Any