

Robin d'Likely

NAME	
Pal14	101404
CLASS	EXPERIENCE
14	105000
Character Level	NEXT LEVEL

Pat Pint

PLAYERNAME	
Human	Medium
RACE	SIZE
28	Female
AGE	GENDER

Tyr

DEITY	
5' 6"	105 lbs.
HEIGHT	WEIGHT
Brown	Black, Shag
EYES	HAIR

Lawful Good

ALIGNMENT	
VISION	
-115	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	21	+5	23	+6	23	+6	HP hit points	161			Walk 20 ft.
DEX Dexterity	15	+2	15	+2	15	+2	AC armor class	32	31	14	10
CON Constitution	16	+3	20	+5	20	+5	TOTAL		FLAT	TOUCH	BASE
INT Intelligence	10	+0	10	+0	10	+0	INITIATIVE modifier	+2	+2	+0	
WIS Wisdom	17	+3	19	+4	19	+4	BASE ATTACK bonus	+14/+9/+4			
CHA Charisma	18	+4	24	+7	24	+7					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+22	+9	+5	+1	+7	+0		
REFLEX (dexterity)	+14	+4	+2	+2	+6	+0		
WILL (wisdom)	+16	+4	+4	+1	+7	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+20/+15/+10	+14/+9/+4	+6	+0	+0	
RANGED attack bonus	+16/+11/+6	+14/+9/+4	+2	+0	+0	
GRAPPLE attack bonus	+20/+15/+10	+14/+9/+4	+6	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+20/+15/+10	1d3+6	20/x2	5 ft.

Longsword +3					HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	S	M	19-20/x2	0 ft.
	To Hit	Dam	2W-P-(OH)	To Hit	Dam				
1H-P	+24/+19/+14	1d8+9		+18/+13/+8	1d8+9				
1H-O	+20/+15/+10	1d8+6	2W-P-(OL)	+20/+15/+10	1d8+9				
2H	+24/+19/+14	1d8+12	2W-OH	+14	1d8+6				
Special Properties	Masterwork, Steel								

Longbow +1 (Mighty Bow +6)					HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	P	M	20/x3	0 ft.
	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.				
TH	+17/+12/+7	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1				
Dam	1d8+7	1d8+7	1d8+7	1d8+7	1d8+7				
Special Properties	Masterwork, Wood, Mighty Bow								

Longsword +2					HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	S	M	19-20/x2	0 ft.
	To Hit	Dam	2W-P-(OH)	To Hit	Dam				
1H-P	+23/+18/+13	1d8+8		+17/+12/+7	1d8+8				
1H-O	+19/+14/+9	1d8+5	2W-P-(OL)	+19/+14/+9	1d8+8				
2H	+23/+18/+13	1d8+11	2W-OH	+13	1d8+5				
Special Properties	(Longsword (+2 (Weapon)/Masterwork)), Masterwork, Steel								

*: 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
Full Plate +2	Heavy	+10	+1	-5	35
Masterwork, Steel					
*Full Plate +3	Heavy	+11	+1	-5	35
Masterwork, Steel					
*Shield +1 (Heavy/Metal)	Heavy	+3		-1	15
Masterwork, Steel					
*Amulet of Natural Armor +4		+4		+0	0
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +4					
*Boots of Speed		+0		+0	0
Enables wearer to act as though affected by a haste spell for up to 10 rounds each day. The duration of the haste effect need not be consecutive rounds					
*Ring of Protection +3		+3		+0	0
Grants +3 deflection bonus to AC					

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"/>								
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-3	= 2 + 1.0	+	-6
✓ Bluff	CHA	7	= 7	+	+
✓ Climb	STR	0	= 6	+	-6
✓ Concentration	CON	5	= 5	+	+
✓ Control Shape	WIS	4	= 4	+	+
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	18	= 7 + 9.0	+	2
✓ Disguise	CHA	7	= 7	+	+
✓ Escape Artist	DEX	-4	= 2	+	-6
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	7	= 7	+	+
Handle Animal	CHA	11	= 7 + 4.0	+	+
✓ Heal	WIS	14	= 4 + 8.0	+	2
✓ Hide	DEX	-4	= 2	+	-6
✓ Intimidate	CHA	8	= 7 + 1.0	+	+
✓ Jump	STR	-6	= 6	+	-12
Knowledge (Nature)	INT	1	= 0 + 1.0	+	+
Knowledge (Religion)	INT	5	= 0 + 5.0	+	+
✓ Listen	WIS	6	= 4 + 2	+	+
✓ Move Silently	DEX	-4	= 2	+	-6
✓ Perform (Untrained)	CHA	7	= 7	+	+
✓ Ride	DEX	8	= 2 + 6.0	+	+
✓ Search	INT	0	= 0	+	+
✓ Sense Motive	WIS	14	= 4 + 10.0	+	+
✓ Spot	WIS	6	= 4 + 2	+	+
✓ Survival	WIS	4	= 4	+	+
✓ Swim	STR	-5	= 6 + 1.5	+	-12
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+20/+15/+10	1d4+6	2W-P-(OH)	+14/+9/+4		1d4+6	
1H-O	+16/+11/+6	1d4+3	2W-P-(OL)	+16/+11/+6		1d4+6	
2H	+20/+15/+10	1d4+6	2W-OH	+12		1d4+3	
10 ft.		20 ft.	30 ft.		40 ft.		50 ft.
TH	+16/+11/+6	+14/+9/+4	+12/+7/+2		+10/+5/+0		+8/+3/-2
Dam	1d4+6	1d4+6	1d4+6		1d4+6		
Special Properties			Steel				

*Dagger +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	PS	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+22	1d4+8	2W-P-(OH)	+16		1d4+8	
1H-O	+18	1d4+5	2W-P-(OL)	+18		1d4+8	
2H	+22	1d4+8	2W-OH	+14		1d4+5	
10 ft.		20 ft.	30 ft.		40 ft.		50 ft.
TH	+18/+13/+8	+16/+11/+6	+14/+9/+4		+12/+7/+2		+10/+5/+0
Dam	1d4+8	1d4+8	1d4+8		1d4+8		
Special Properties			Masterwork, Steel				

Longsword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+21/+16/+11	1d8+6	2W-P-(OH)	+15/+10/+5		1d8+6	
1H-O	+17/+12/+7	1d8+3	2W-P-(OL)	+17/+12/+7		1d8+6	
2H	+21/+16/+11	1d8+9	2W-OH	+11		1d8+3	
Special Properties			Steel				

Lance +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	0 ft.
To Hit		Dam	To Hit		Dam		
2H	+22/+17/+12	1d8+11	2W-OH	N/A		N/A	
Special Properties			Masterwork, Wood				

Longsword (Flaming/+1 (Weapon))			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+22/+17/+12	1d8+7	2W-P-(OH)	+16/+11/+6		1d8+7	
1H-O	+18/+13/+8	1d8+4	2W-P-(OL)	+18/+13/+8		1d8+7	
2H	+22/+17/+12	1d8+10	2W-OH	+12		1d8+4	
Special Properties			Masterwork, Steel, Flaming				

Longsword +1,Bane (Dragons, Vermin)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+22/+17/+12	1d8+7	2W-P-(OH)	+16/+11/+6		1d8+7	
1H-O	+18/+13/+8	1d8+4	2W-P-(OL)	+18/+13/+8		1d8+7	
2H	+22/+17/+12	1d8+10	2W-OH	+12		1d8+4	
Special Properties			+2 better vs banded foe and does +2d6 bonus damage, Masterwork, Steel, Bane				

Bastard Sword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	0 ft.
To Hit		Dam	To Hit		Dam		
2H	+20/+15/+10	1d10+9	2W-OH	N/A		N/A	
Special Properties			Steel				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword +3 Masterwork, Steel	Heward's Handy Haversack	1	4.0	18315.0	
Longbow +1 (Mighty Bow +6) 0 lbs. Masterwork, Wood, Mighty Bow	Heward's Handy Haversack	1	3.0	2975.0	
Longsword +2 (Longsword (+2 (Weapon)/Masterwork)), Masterwork, Steel	Heward's Handy Haversack	1	4.0	8315.0	
Amulet of Natural Armor +4 Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +4	Equipped	1	0.01	32000.0	
Arrow +1 (Arrow (Masterwork/+1 (Ammunition))), Masterwork, Steel, Wood	Heward's Handy Haversack	20	0.15 (3.0)	46.05 (921.0)	
Backpack 0.01 lbs., 1 Portable Hole	Equipped	1	2.0	2.0	
Boots of Speed Enables wearer to act as though affected by a haste spell for up to 10 rounds each day. The duration of the haste effect need not be consecutive rounds	Equipped	1	1.0	12000.0	
Boots of Striding and Springing	Heward's Handy	1	1.0	5500.0	
TOTAL WEIGHT CARRIED/VALUE			81.06 lbs.	272538.0 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
These boots increase the wearers base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps	Haversack				
Bracers of Health +4 Grants the wearer an enhancement bonus to Constitution of +4	Equipped	1	0.01	16000.0	
Cloak of Resistance +1 Offer magic protection in the form of a +1 resistance bonus on all saving throws	Equipped	1	1.0	1000.0	
Dagger Steel	Heward's Handy Haversack	1	1.0	2.0	
Dagger +2 Masterwork, Steel	Equipped	1	1.0	8302.0	
Flint and Steel	Heward's Handy Haversack	1	0.0	1.0	
Full Plate +2 Masterwork, Steel	Heward's Handy Haversack	1	50.0	5650.0	
Full Plate +3 Masterwork, Steel	Equipped	1	50.0	10650.0	
Gauntlets of Ogre Power Grant the wearer great strength, adding a +2 enhancement bonus to his Strength score	Equipped	1	4.0	4000.0	
Healer's Kit	Equipped	1	1.0	50.0	
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Holy Water (Flask)	Heward's Handy Haversack	1	1.0	25.0	
Longsword Steel	Heward's Handy Haversack	2	4.0 (8.0)	15.0 (30.0)	
Lance +2 Masterwork, Wood	Heward's Handy Haversack	1	10.0	8310.0	
Longsword (Flaming/+1 (Weapon)) Masterwork, Steel, Flaming	Heward's Handy Haversack	1	4.0	8315.0	
Longsword +1,Bane (Dragons, Vermin) +2 better vs banded foe and does +2d6 bonus damage, Masterwork, Steel, Bane	Heward's Handy Haversack	1	4.0	18315.0	
Noble's Outfit	Heward's Handy Haversack	1	10.0	0.0	
Traveler's Outfit	Equipped	1	5.0	1.0	
Periapt of Wisdom +2 Actually increases the possessors Wisdom score in the form of an enhancement bonus of +2	Equipped	1	0.01	4000.0	
Piton	Heward's Handy Haversack	10	0.5 (5.0)	0.1 (1.0)	
Portable Hole 0 lbs. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being	Backpack	1	0.01	20000.0	
Potion of Bull's Strength □□	Heward's Handy Haversack	2	0.1 (0.2)	300.0 (600.0)	
Potion of Cure Moderate Wounds □	Heward's Handy Haversack	1	0.1	300.0	
Potion of Cure Serious Wounds □	Heward's Handy Haversack	1	0.1	750.0	
Potion of Enlarge Person □	Heward's Handy Haversack	1	0.1	250.0	
Potion of Haste □	Heward's Handy Haversack	1	0.1	750.0	
Potion of Protection from Energy/Fire □	Heward's Handy Haversack	1	0.1	750.0	
Belt Pouch 0 lbs.	Heward's Handy Haversack	1	0.5	1.0	
Ring of Climbing Grants a +5 Competence bonus to Climb checks	Heward's Handy Haversack	1	0.01	2500.0	
Ring of Protection +3 Grants +3 deflection bonus to AC	Equipped	1	0.01	18000.0	
Ring of Sustenance Continually provides wearer nourishment, wearer only needs 2 hours of sleep to gain effect of 8	Heward's Handy Haversack	1	0.01	2500.0	
Scroll of Death Ward	Heward's Handy Haversack	1	0.01	700.0	
Shield +1 (Heavy/Metal) Masterwork, Steel	Equipped	1	15.0	1170.0	
TOTAL WEIGHT CARRIED/VALUE			81.06 lbs.	272538.0 gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Sunrod	Heward's Handy Haversack	3	1.0 (3.0)	2.0 (6.0)
Bastard Sword Steel	Heward's Handy Haversack	1	6.0	35.0
Tindertwig	Heward's Handy Haversack	20	0.0 (0.0)	1.0 (20.0)
Water (Pint)	Waterskin	1	1.0	0.0
Waterskin 1 lbs., 1 Water (Pint)	Heward's Handy Haversack	1	0.0	1.0
Heward's Handy Haversack	Equipped	1	5.0	2000.0
<small>262.75 lbs., 20 Arrow +1, 2 Longsword, 1 Longsword (Flaming/+1 (Weapon)), 1 Longsword +1, Bane (Dragons, Vermin), 1 Longsword +2, 1 Longsword +3, 1 Noble's Outfit, 10 Piton, 2 Potion of Bull's Strength, 1 Potion of Cure Moderate Wounds, 1 Potion of Enlarge Person, 1 Boots of Striding and Springing, 1 Potion of Cure Serious Wounds, 1 Potion of Haste, 1 Potion of Protection from Energy/Fire, 1 Belt Pouch, 1 Ring of Climbing, 1 Scroll of Death Ward, 3 Sunrod, 1 Bastard Sword, 20 Tindertwig, 1 Waterskin, 1 Refuge item, 7175 Gold piece (gp), 1 Ring of Freedom of Movement, 1 Ring of Sustenance, 1 Dagger, 1 Flint and Steel, 1 Full Plate +2, 1 Holy Water (Flask), 1 Lance +2, 1 Longbow +1 (Mighty Bow +6)</small>				
<small>It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds</small>				
Refuge item	Heward's Handy Haversack	1	0.01	1500.0
<small>Breaking this item takes the character back to the docks in Festival</small>				
Ring of Freedom of Movement	Heward's Handy Haversack	1	0.01	40000.0
<small>Allows wearer to act as if continually under the effect of a Freedom of Movement spell</small>				
Ring of Charisma +6	Equipped	1	0.01	16000.0
<small>When in a characters possession, it adds a +6 enhancement bonus to her Charisma score</small>				
TOTAL WEIGHT CARRIED/VALUE			81.06 lbs.	272538.0 gp

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

MONEY	
Gold piece (gp): 7175[Heward's Handy Haversack]	Total = 7175.0 gp

SPECIAL ABILITIES	
Aura of Courage (Su) ~ Immune to fear, allies within 10' gain +4 morale bonus on saves vs. fear	
Aura of Good (Ex)	
Code of Conduct	
Detect Evil (Sp) ~ at will	
Divine Grace (Su)	
Divine Health (Ex) ~ Immune to all diseases (including supernatural and magical)	
Lay on Hands (Su) ~ 98 hp/day	
Remove Disease (Sp) 3/week	
Smite Evil (Su) +14 damage 3/day	
Special Mount (Ex)	
Turn Undead (Su) ~ 10/day (Turn Level 11 ~ Turn Damage 2d6+18)	

FEATS	
Alertness	You have finely tuned senses
Cleave	You can follow through with powerful blows
Great Cleave	You can wield a melee weapon with such power that you can strike multiple times when you fell your foes
Mounted Combat	You are skilled in mounted combat
Power Attack	You can make exceptionally powerful melee attacks
Weapon Focus (Longsword)	You are especially good at using the chosen weapon
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat

PROFICIENCIES	
Axe (Throwing), Battleaxe, Bead of Force, Blowgun, 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, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Literacy	

TEMPLATES	
Saddle on Mount	

Special Mount: Sparrow (Heavy Warhorse)					
HP:	92	AC:	22	INIT:	+1
FORT:	+10	REF:	+8	WILL:	+4
*Bite (Natural/Secondary)	+6	DAM:	1d4+2	CRIT:	20/x2
*Hoof (Natural/Primary)	+11/+11	DAM:	1d6+5	CRIT:	20/x2
Special:	Command creatures of its kind, Empathic Link, Improved Evasion (Ex), Improved Speed (Ex), Scent (Ex), Share saving throws, Share spells				

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Remove Disease	10	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
<i>Effect:</i> Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
At Will	Detect Evil	10	None	1 standard action	Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of evil.						<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		

* =Domain/Specialty Spell

Paladin Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bless	15	None	1 standard action	7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.205
<i>Effect:</i> Fills your allies with courage. Allies gain +1 on attack rolls and +1 on saves against fear.								Target: The caster and all allies within a 50-ft. burst, centered on the caster	
□□□□□ Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	phb: p.205
<i>Effect:</i> You imbue a flask of water with positive energy, turning it into holy water.								Target: Flask of water touched	
□□□□□ Bless Weapon	15	None	1 standard action	7 minutes	Touch	V, S	No	Transmutation	phb: p.205
<i>Effect:</i> You make a weapon strikes true against evil foes.								Target: Weapon touched	Caster Level: 7
□□□□□ Create Water	15	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Conjuration (Creation) [Water]	phb: p.215
<i>Effect:</i> Generates wholesome, drinkable water - 14 gallons.								Target: Up to 14 gallons of water	Caster Level: 7
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+5 damage								Target: Creature touched	Caster Level: 7
□□□□□ Detect Poison	15	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Divination	phb: p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.								Target: One creature, one object, or a 5-ft. cube	Caster Level: 7
□□□□□ Detect Undead	15	None	1 standard action	Concentration, up to 7 minutes	60 ft.	V, S, M/DF	No	Divination	phb: p.220
<i>Effect:</i> You can detect the aura that surrounds undead creatures.								Target: Cone-shaped emanation	Caster Level: 7
□□□□□ Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	phb: p.224
<i>Effect:</i> Calling on the strength and wisdom of a deity, you gain +2 on attack and damage rolls.								Target: You	Caster Level: 7
□□□□□ Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.								Target: Creature touched	Caster Level: 7
□□□□□ Lesser Restoration	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i> any magical effects reducing one of the subjects ability scores [such as ray of enfeeblement] or cures 1d4 points of temporary ability damage to one of the subjects ability scores [such as from a shadows touch or from poison]. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.								Target: Creature touched	Caster Level: 7
□□□□□ Magic Weapon	15	Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i> Gives a weapon a +1 enhancement bonus on attack and damage rolls.								Target: Weapon touched	Caster Level: 7
□□□□□ Protection from Chaos	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								Target: Creature touched	Caster Level: 7
□□□□□ Protection from Evil	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								Target: Creature touched	Caster Level: 7
□□□□□ Read Magic	15	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination	phb: p.269
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.								Target: You	Caster Level: 7
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.								Target: Creature touched	Caster Level: 7
□□□□□ Virtue	15	Fortitude negates (harmless)	1 standard action	1 minute	Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298
<i>Effect:</i> The subject gains 1 temporary hit point.								Target: Creature touched	Caster Level: 7

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].								Target: Creature touched	Caster Level: 7
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]								Target: Creature touched	Caster Level: 7
□□□□□ Delay Poison	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
<i>Effect:</i> The target becomes temporarily immune to poison.								Target: Creature touched	Caster Level: 7
□□□□□ Eagle's Splendor	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.225
<i>Effect:</i> The subject becomes more poised, articulate and personally forceful [+4 to Cha].								Target: Creature touched	Caster Level: 7
□□□□□ Owl's Wisdom	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.								Target: Creature touched	Caster Level: 7
□□□□□ Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
<i>Effect:</i> You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghouls touch or a slow spell. If the spellmore than 30 ft. apart is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.								Target: Up to four creatures, no two of which can be	Caster Level: 7

* =Domain/Speciality Spell

Paladin Spells

□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i>	This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points.								
□□□□ Shield Other	16	Will negates (harmless)	1 standard action	7 hours	Close (40 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278
<i>Effect:</i>	This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including that dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warded creature is taken by you.								
□□□□ Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V, S	Yes (object)	Abjuration	phb: p.297
<i>Effect:</i>	An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.								
□□□□ Zone of Truth	16	Will negates	1 standard action	7 minutes	Close (40 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.303
<i>Effect:</i>	Creatures within the emanation area [or those who enter it] cant speak any deliberate and intentional lies.								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i>	You channel positive energy through your hand that cures 2d8+7 damage								
□□□□ Daylight	17	None	1 standard action	70 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i>	The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additional 60 ft. beyond that.								
□□□□ Discern Lies	17	Will negates	1 standard action	Concentration, up to 7 rounds	Close (40 ft.)	V, S, DF	No	Divination	phb: p.221
<i>Effect:</i>	Reveals deliberate falsehoods in subject you are concentrating on.								
□□□□ Dispel Magic	17	None	1 standard action	Instantaneous	Medium (170 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i>	Cancels magical spells and effects.								
□□□□ Greater Magic Weapon	17	Will negates (harmless, object)	1 standard action	7 hours	Close (40 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i>	This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of 1.								
□□□□ Heal Mount	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.239
<i>Effect:</i>	As heal, but it affects only the paladins special mount [typically a warhorse].								
□□□□ Magic Circle Against Chaos	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	phb: p.249
<i>Effect:</i>	All creatures within the area gain the effects of a protection from chaos spell, and no nonlawful summoned creatures can enter the area either.								
□□□□ Magic Circle Against Evil	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.249
<i>Effect:</i>	All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either.								
□□□□ Prayer	17	None	1 standard action	7 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.264
<i>Effect:</i>	You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus centered on you on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.								
□□□□ Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.270
<i>Effect:</i>	Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.								
□□□□ Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
<i>Effect:</i>	Instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Break Enchantment	18	See text	1 minute	Instantaneous	Close (40 ft.)	V, S	No	Abjuration	phb: p.207
<i>Effect:</i>	Frees subjects from enchantments, transmutations, and curses.								
□□□□ Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i>	You channel positive energy through your hand that cures 3d8+7 damage								
□□□□ Death Ward	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217
<i>Effect:</i>	Grants immunity to death spells/effects and negative energy effects.								
□□□□ Dispel Chaos	18	See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	phb: p.222
<i>Effect:</i>	A constant blue lawful energy surrounds you.								
□□□□ Dispel Evil	18	See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	phb: p.222
<i>Effect:</i>	A shimmering, white holy energy surrounds you.								
□□□□ Holy Sword	18	None	1 standard action	7 rounds	Touch	V, S	No	Evocation [Good]	phb: p.242
<i>Effect:</i>	This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon [+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents]. It also emits a magic circle against evil effect [as the spell].								
□□□□ Mark of Justice	18	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.252
<i>Effect:</i>	You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.								

* =Domain/Specialty Spell

Paladin Spells

☐☐☐☐☐ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF Yes (harmless, object)	Conjuration (Healing)	phb: p.257
<i>Effect:</i>					<i>Target:</i> Creature or object of up to 7 cu. ft. touched		<i>Caster Level:</i> 7	
You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that dont go away on their own.								
☐☐☐☐☐ Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i>					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
This spell functions like lesser restoration, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 7 days.								

* =Domain/Speciality Spell

Innate

Remove Disease (DC:10)
At Will Detect Evil (DC:10)

Robin d'Likely



Human

RACE

28

AGE

Female

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

105 lbs.

WEIGHT

Brown

EYE COLOUR

Tanned

SKIN COLOUR

Black, Shag

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Owes Hap 588gp

Biography: