Ezekial Bens	heva	Irwin Goldste	in	Athena		Lawful Good
NAME Dol15	444055	PLAYERNAME	Madium	DEITY	100 -	ALIGNMENT
Pal15 CLASS	111055 EXPERIENCE	Human RACE	Medium SIZE	6' 6" HEIGHT	168 lbs.	VISION
<u>15</u>	120000	<u>17</u> AGE	Male GENDER	Blue	Brown, Straight	-75 POINTS
Character Level ABILITY NAME BASE BASE	NEXT LEVEL SE ABILITY ABILITY TEMP TE	AGE		EYES	HAIR	
SCORE MC	DD SCORE MOD SCORE M		WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 18 +	4 22 +6 22 +	6 HP hit points 126				Walk 20 ft.
		AC 30	29:14=10	+ 12 + 4 + 1 +	0+0+3	40 -5 20
DEX Dexterity 12 +	1 12 +1 12 +		FLAT TOUCH BASE	ARMOR SHIELD STAT	SIZE NATURAL MISC MIS	SS ARCANE ARMOR SPELL
CON 12 +	1 18 +4 18 +	4		BONUS BONUS	CHA	NCE SPELL CHECK RESIST FAILURE PENALTY
Constitution		INITIATIVE	+1 = +1 + +0		SKILLS	MAX RANKS 18/9
INT 18 +	4 18 +4 18 +	4 modifier	TOTAL DEX MISC	SKILL NA	AME KEY ABILITY	SKILL ABILITY MISC MODIFIER MODIFIER RANKS MODIFIER
WIS 14 +	2 14 +2 14 +		1	✓ Appraise	INT	4 = 4 + +
Wisdom 14 +	Z 14 +Z 14 +	2 BASE ATTACK	+15/+10/+5	✓ Balance	DEX	-4 = 1 + + -5
CHA 18 +	4 24 +7 24 +	7		✓ Bluff	CHA	7 = 7 + +
Charisma		7		✓ Climb	STR	1 = 6 + + -5
SAVING THROWS	TOTAL BASE ABILITY SAVE	MAGIC MISC EPIC TEMP	conditional modifiers	 Concentration 	CON	6 = 4 + 2.0 +
FORTITUDE	+21=+9++4+	+0 + +8 + +0 +	1	 Control Shape 	WIS	2 = 2 + +
(constitution)				Craft (Bowmaking)	INT	7 = 4 + 1.0 + 2
REFLEX	+14 = +5 + +1 +	+0 + +8 + +0 +		 Craft (Untrained) 	INT	4 = 4 + +
WILL				 Diplomacy 	CHA	25 = 7 + 16.0 + 2
(wisdom)	+15 = +5 + +2 +	+0 + +8 + +0 +		 Disguise 	CHA	7 = 7 + +
	TOTAL BA			 Escape Artist 	DEX	-4 = 1 + + -5
MELEE			HO + +O + +O +	 Forgery 	INT	4 = 4 + +
attack bonus	+21/+16/+11 = +	15/+10/+5 + +6 + +	+0 + +0 + +0 +	 Gather Information 	CHA	7 = 7 + +
RANGED	+16/+11/+6 = +	15/+10/+5 + +1 + +	+0 + +0 + +0 +	Handle Animal	CHA	22 = 7 + 15.0 +
				✓ Heal	WIS	2 = 2 + +
GRAPPLE attack bonus	+21/+16/+11 = +	15/+10/+5 + +6 + +	+0 + +0 + +0 +	✓ Hide	DEX	-4 = 1 + + -5
	TOTAL ATTACK BON	US DAMAGE CR	ITICAL REACH	 Intimidate 	CHA	7 = 7 + +
UNARMED	+21/+16/+11		0/x2 5 ft.	✓ Jump	STR	-5 = 6 + + -11
				Knowledge (Arcana	a) INT	8 = 4 + 4.0 +
*	Crusader	HAND TYPE SI Primary S M	ZE CRITICAL REACH M 17-20/x2 0 ft.	Knowledge (Nobility	y and INT	5 = 4 + 1.0 +
Тс	D Hit Dam	To Hi		Royalty)		
	-22/+17 1d8+11	2W-Р-(ОН) +21/+16/		Knowledge (Religio		21 = 4 + 17.0 +
1H-0 +23/+	-18/+13 1d8+8	2W-P-(OL) +23/+18/	/+13 1d8+11	Knowledge (The Pl	,	12 = 4 + 8.0 +
	-22/+17 1d8+14	2W-ОН +17	1d8+8	 Listen 	WIS	4 = 2 + + 2
Special Properties	Dispel Magic x2/day 20th level			 Move Silently 	DEX	-4 = 1 + + -5
		Chaotic Evil, Sheds light equa pell resistance, Cold Iron, Mas		 Perform (Untrained 	,	7 = 7 + +
	· ·	HAND TYPE SI	ZE CRITICAL REACH	✓ Ride	DEX	21 = 1 + 18.0 + 2
Longbo	W (Composite/Mighty +3)		M 20/x3 0 ft.	 Search 	INT	4 = 4 + +
30 ft.	110 ft.	220 ft. 330 ft.	440 ft.	 Sense Motive 	WIS	16 = 2 + 14.0 +
TH +17/+12/+7		5/+10/+5 +13/+8/+		Spellcraft	INT	5 = 4 + 1.0 +
Dam 1d8+3	1d8+3	1d8+3 1d8+3	1d8+3	✓ Spot	WIS	10 = 2 + 6.0 + 2
Special Properties	(Longbow (Composite/Mighty E	30w (+3)/Masterwork)), Master	work, Wood, Mighty Bow	 Survival 	WIS	3 = 2 + 1.0 +
Wai	rhammer +1	HAND TYPE SI		✓ Swim	STR	-3 = 6 + 1.0 + -10
	o Hit Dam	Carried B M	M 20/x3 0 ft. t Dam	✓ Use Rope	DEX	1 = 1 + +
	-17/+12 1d8+7	2W-P-(OH) +16/+11		√: ca	in be used untrained. X: exclus	IVE SKIIIS
	+13/+8 1d8+4	2W-P-(OL) +18/+13			TURN UNDEAD)
	-17/+12 1d8+10	2W-OH +12			UNDEAD AFFECTED	Turning 1d20+9
Special Properties		Masterwork, Steel	·	RESULT	(MAXIMUM HIT DICE)	Check
*: weapon is equipped 1H-P: One handed, in prima	ry hand. 1H-O : One handed, in off ha	nd. 2H: Two handed 2W-P-(OH): 2	veapons, primary hand (off hand	Up to 0		Furn level 16
weapon is heavy). 2W-P-(OI	ry hand. 1H-O: One handed, in off hand L): 2 weapons, primary hand (off hand	weapon is light). 2W-OH: 2 weapon	s, off hand.	1-3	¹³ Ti	Irn damage 2d6 +23
	ARMOR	TYPE AC MA	XDEX CHECK SPELL FAILURE	4 - 6 7 - 9	14 15	You destroy Undead
*Full	Plate +4 (Speed)	Heavy +12 +		10 - 12		eatures with total hit dice
	Masterwork, 3 times per da	y cast Haste for 1 round, Steel		13 - 15	17	up to 8.
*Shiel	d +3 (Light/Metal)	Light +4	+0 5	16 - 18	18	
	(Shield (Light/Metal/Masterwor of Protection +1	k/+3 (Shield))), Masterwork, St +1	+0 0	19 - 21 22+	19 20	
ixing		ection bonus to AC				
*Ring	of Protection +3	+3	+0 0			
	Grants +3 defle	ection bonus to AC				
		N HANDS				
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m m											108.88 lbs., 1 1" High Carving of PC, 8 Silver piece (sp), 1 Dagger, 1 Everburning Torch, 1 Flint and Steel, 2 Holy Water (Flask), 1 Lance,				
Image: International product of the sector of the					-						1 Bullseye Lantern, 1 Longbow (Composite/Mighty +3), 1 Longsword, 5 Oil Flask (1 pt), 1 Amulet (Animate				
Dame Cost-B Product Program Product Pro		10 ft.	20 ft.		30	0 ft.	40 ft.		50	ft.	Objects/Cleric/11th), 4 Piton, 2 Potion of Bull's Strength, 1 Potion of Cat's Grace, 1 Potion of Fly, 1 Potion of Endure Elements, 1 Hemp				
The base of the bas								0			Rope (50'), 1 Potion of Invisibility, 1 Spade or Shovel, 1 Bastard Sword, 143 Tindertwig, 122 Arrow (Masterwork), 1 Warhammer +1,				
Lance Main Main <t< td=""><td></td><td></td><td>1d4+</td><td>6</td><td>1d</td><td>4+6</td><td>1d4+6</td><td></td><td>1d4</td><td>+6</td><td>1 Cold Weather Outfit, 2 Potion of Cure Light Wounds, 1 Potion of</td><td></td><td></td><td></td></t<>			1d4+	6	1d	4+6	1d4+6		1d4	+6	1 Cold Weather Outfit, 2 Potion of Cure Light Wounds, 1 Potion of				
Lance Carrier Description Description <thdescription< th=""> <thdescr< td=""><td>opeena</td><td></td><td></td><td></td><td>r</td><td></td><td></td><td>CRITIC</td><td></td><td>REACH</td><td>Dead, 656 Gold piece (gp), 1 Ring of Protection +1, 22 Arrow +1, 25</td><td></td><td></td><td></td></thdescr<></thdescription<>	opeena				r			CRITIC		REACH	Dead, 656 Gold piece (gp), 1 Ring of Protection +1, 22 Arrow +1, 25				
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Longs with Densite Total Total Total Total Total Densite How and S Handy 2 10 Total 100	opeoid							CDITIC				Equipped	1	1.0	
To HII Dem To HII Dem Head To HII Dem Head		Long	sword		-						Holy Water (Flask)	Heward's Handy	2	1.0	
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To Hit Dam Dam <td></td> <td></td> <td></td> <td>1</td> <td></td> <td></td> <td>S M</td> <td>19-20</td> <td></td> <td>0 ft.</td> <td>Oil Flask (1 pt)</td> <td>Heward's Handy</td> <td>5</td> <td>1.0</td>				1			S M	19-20		0 ft.	Oil Flask (1 pt)	Heward's Handy	5	1.0	
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Headerson, Continue, Materwork, Materwork, Heaversack	command Sheds lig	following round, +2c ht equal to a torch (30	l4 extra damaç D' radius)., gra	ge vs. Chaot	tic Evil,	n					actually is		4		
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Distance of the ward's Handy Arrow +1 Heward's Handy Haversack 22 0.15 Arrow +1 Heward's Handy Haversack 22 0.15 Arrow +1 Heward's Handy Haversack 25 0.15 Arrow (Famiphikatenovik-1 (Ammunition))), Flaming. Heward's Handy Haversack 1 0.01 Masterwork, Steel, Wood Heward's Handy I 1 0.01 Masterwork Steel, Wood Heward's Handy I 1 0.01 Backpack Heward's Handy I 1 0.01 Masterwork Haversack I 0.00 Shield +3 (Light/Metal/Masterwork/s (Shield)), Masterwork, Steel Spade or Shovel Heward's Handy I 1 0.01 Master Ward's Handy I 1 0.01 Haversack											Potion of Invisibility	Heward's Handy	1	0.1	
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Arrow +1 (Flaming) Heward's Handy 25 0.15 Acts as Feather Fails spell, activates automatically if wearer fails Arrow (Flaming) Heward's Handy 25 0.15 Ring of Protection +1 Heward's Handy 1 0.01 Masterwork Body Spectrum Equipped 1 5.00 Fill Protection +1 Heward's Handy 1 0.01 Masterwork Backpack Heward's Handy 1 2.00 Haversack 1 0.01 Belt of Giant Strength +4 Equipped 1 1 0.01 Heward's Handy 1 0.01 Candle Heward's Handy 1 0.01 Haversack Equipped 1 0.01 Bagger Heward's Handy 1 0.01 Haversack 1 0.01 Candle Heward's Handy 1 0.01 Haversack 1 0.01 Everburning Torch Heward's Handy 1 1 0.01 Haversack 1 0.01 Haversack Equipped 1 1 0.01 Haversack 1 0.01 Haversack 1	(Arrow (M	lasterwork/+1 (Ammu									Ring of Feather Falling	Equipped	1	0.01	
King of Protection +1 Heward's Handy 1 0.01 Masterwork, Stel, Wood Haversack (3.75) Ring of Protection +1 Heward's Handy 1 0.01 Masterwork, Stel, Wood Grants +1 deflection borus to AC Heward's Handy 1 0.01 Masterwork Beck of Giant Strength +4 Equipped 1 2.0 Scroll of Raise Dead Heward's Handy 1 0.01 Belt of Giant Strength +4 Equipped 1 1.0 Shield +3 (Light/Metal) Equipped 1 6.0 Candle Heward's Handy 2 0.0 (0.0) Haversack 1 8.0 Dagger Heward's Handy 1 1.0 Haversack 10.0 6.0 Flint and Steel Heward's Handy 1 1.0 1.0 Haversack 10.0 Full Plate +4 (Speed) Equipped 1 50.0 Fraine stadeflection borus to AC Heward's Handy 1 0.01 Masterwork, 3 times per dey cast Haste for 1 round, Steel Equipped 1 50.0 1 0.01 Grants +4 deflection borus to AC Haversack 1							Journal a Li-	ndu	25	0.45	Acts as Feather Fall spell, activates automatically if wearer falls				
Name Haversack Haversack Masterwork Equipped 1 5.0 Masterwork Heward's Handy 1 1.0.0 Masterwork Heward's Handy 1 2.0 Backpack Heward's Handy 1 2.0 Back of Giant Strength +4 Equipped 1 1.0.0 Adds to the wearers Strength score in the form of an enhancement books of Add Heward's Handy 1 0.0 Dagger Heward's Handy 1 1.0.0 Haversack 0.0.0 Dagger Heward's Handy 1 1.0.0 Haversack 0.0.0 Flint and Steel Heward's Handy 1 1.0.0 Haversack 0.0.0 Flint and Steel Heward's Handy 1 1.0.0 Haversack 0.0.0 Full Plate +4 (Speed) Equipped 1 5.00 Cloak of Charisma +6 Equipped 1 2.0 Masterwork, 3 times per day cast Haste for 1 round, Steel Heward's Handy 1 0.0.0 1 2.0 Masterwork, 3 times per day cast Haste for 1 round, Steel TOTAL WEIGHT CARRIED/VALUE 74.04 TOTAL		• •))), Flaming	L	1			25			Heward's Handy	1	0.01	
Masterwork Bowmaking Artisan's Tools Equipped 1 5.0 Herrip Kope (30') Hewards Handy 1 6.0 Masterwork Backpack Heward's Handy 1 2.0 Heward's Handy 1 0.01 Belt of Giant Strength +4 Equipped 1 1.0 Stield +3 (Light/Metal) Equipped 1 6.0 Belt of Giant Strength +4 Equipped 1 1.0 Shield +3 (Light/Metal) Equipped 1 8.0 Adds to the wearers Strength score in the form of an enhancement bonus of +4 Heward's Handy 2 0.0 Heward's Handy 1 8.0 Candle Heward's Handy 1 1.0 Heward's Handy 1 8.0 Dagger Heward's Handy 1 1.0 Haversack 1 0.0 Flint and Steel Heward's Handy 1 1.0 1 1.0 Haversack 1 2.0 Masterwork, 3 times per day cast Haste for 1 round, Steel Heward's Handy 1 0.0 1 2.0 Full Plate +4 (Speed) Heward's Handy 1 0.0 1 2.0 1 <td< td=""><td>Masterwo</td><td>ork, Steel, Wood</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>/</td><td></td><td>Haversack</td><td></td><td></td></td<>	Masterwo	ork, Steel, Wood								/		Haversack			
Masterwork Scroll of Raise Dead Heward's Handy 1 0.01 Backpack Heward's Handy 1 2.0 1 2.0 D bs. Haversack Equipped 1 1.0 1.0 Shield +3 (Light/Metal) Equipped 1 6.0 Bett of Giant Strength +4 Equipped 1 1.0 1.0 Shield +3 (Light/Metal) Equipped 1 6.0 Adds to the wearers Strength score in the form of an enhancement bonus of +4 Heward's Handy 2 0.0 0.00 Shield +3 (Light/Metal) Masterwork/+3 (Shield)), Masterwork/+3 (Shield), Masterwork/+3 (Shield)), Masterwork/+3 (Shield)), Masterwork/+3 (Shield)), Masterwork/+3 (Shield), Masterwork/+3 (Shield)), Masterwork/+3 (Shield), Masterwork/+3 (S							Equipped		1	5.0	Hemp Rope (50')		1	10.0	
Backpack Heward's Handy 1 2.0 Heward's Handy 1 2.0 Belt of Giant Strength +4 Equipped 1 0.0 Shield +3 (Light/Metal) Equipped 1 6.0 Adds to he wearers Strength score in the form of an enhancement bonus of +4 Equipped 1 1.0 Shield +3 (Light/Metal) Masterwork/+3 (Shield)), Masterwork/, Steel Heward's Handy 1 6.0 Candle Heward's Handy 2 0.0 Bastard Sword Heward's Handy 1 6.0 Dagger Heward's Handy 1 1.0 1.0 Heward's Handy 1 0.0 Flint and Steel Heward's Handy 1 0.0 Haversack 1 0.0 Masterwork, 3 times per day cast Haste for 1 round, Steel Equipped 1 50.0 1 0.0 Masterwork, 3 times per day cast Haste for 1 round, Steel Equipped 1 50.0 1 74.04 1 10.0 Masterwork, 3 times per day cast Haste for 1 round, Steel Equipped 1 50.0 1 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 <td></td> <td></td> <td></td> <td>Sun S I</td> <td>0013</td> <td></td> <td>-40.660</td> <td></td> <td></td> <td>0.0</td> <td>Scroll of Raise Dead</td> <td></td> <td>1</td> <td>0.01</td>				Sun S I	0013		-40.660			0.0	Scroll of Raise Dead		1	0.01	
Balt of Giant Strength +4 Adds to the weaters Strength score in the form of an enhancement bonus of +4 Equipped 1 1.0 Isolate for (Englinheetar)		ack				H			1	2.0		Haversack			
Adds to the wearers Strength score in the form of an enhancement borus of 44 Spade or Shovel Heward's Handy Haversack 1 8.0 Candle Heward's Handy Haversack 2 0.0 0.0 Heward's Handy Haversack 1 0.0 Dagger Heward's Handy Haversack 1 1.0 1.0 Heward's Handy Haversack 1 1.0 Everburning Torch Heward's Handy Haversack 1 1.0	0 lbs.											Equipped	1	6.0	
bonus of +4 Barbar Barb			•	m of on an'	20000	ont	Equipped		1	1.0		Heward's Handy	1	8.0	
Haversack (0.0) Dagger Heward's Handy Haversack 1 Everburning Torch Heward's Handy Haversack 1 Flint and Steel Heward's Handy Haversack 1 Flint and Steel Heward's Handy Haversack 1 Full Plate +4 (Speed) Equipped 1 Masterwork, 3 times per day cast Haste for 1 round, Steel Equipped 1 TOTAL WEIGHT CARRIED/VALUE 74.04	bonus of ·	+4	Score in the for	m or an enh	anceme						opade of onover			0.0	
Dagger Heward's Handy Haversack 1 1.0 Tindertwig Heward's Handy Haversack 1 0.0 Everburning Torch Heward's Handy Haversack 1 1.0 Tindertwig Heward's Handy Haversack 1 0.0 Flint and Steel Heward's Handy Haversack 1 0.0 Cloak of Charisma +6 enhancement bonus to her Charisma score Equipped 1 2.0 Full Plate +4 (Speed) Equipped 1 50.0 TotAL WEIGHT CARRIED/VALUE TotAL WEIGHT CARRIED/VALUE TotAL WEIGHT CARRIED/VALUE 74.04	Candl	е				ł			2		Bastard Sword		1	6.0	
Everburning Torch Heward's Handy Haversack 1 1.0. Cloak of Charisma +6 Equipped 1 2.0 Flint and Steel Heward's Handy Haversack 1 0.0 0.0 When in a characters possession, it adds a +6 enhancement bonus to her Charisma score 1 0.0 When in a characters possession, it adds a +6 enhancement bonus to her Charisma score 1 0.0 Full Plate +4 (Speed) Equipped 1 50.0 For the Charisma score For the Charisma sc	Dagge	er				ł	Heward's Ha	ndy	1	. ,	Tindertwig	Heward's Handy	143		
Flint and Steel Heward's Handy Haversack 1 0.0 Full Plate +4 (Speed) Equipped 1 50.0 Masterwork, 3 times per day cast Haste for 1 round, Steel TOTAL WEIGHT CARRIED/VALUE 1 50.0 TOTAL WEIGHT CARRIED/VALUE 74.04	Everb	ourning Torc	h			ł	Heward's Ha	ndy	1	1.0			1		
Full Plate +4 (Speed) Equipped 1 50.0 Masterwork, 3 times per day cast Haste for 1 round, Steel TOTAL WEIGHT CARRIED/VALUE 74.04 TOTAL WEIGHT CARRIED/VALUE 74.04 Ibs.	Flint a	ind Steel				ł	Heward's Ha	ndy	1	0.0	to her Charisma score		4	0.04	
Masterwork, 3 times per day cast Haste for 1 round, Steel TOTAL WEIGHT CARRIED/VALUE 74.04 Ibs.	Full P	late +4 (Spe	ed)						1	50.0	-	Equipped	1	0.01	
TOTAL WEIGHT CARRIED/VALUE 74.04 lbs.		••		round, Stee	el		1 11 2					VALUE		74.04	
IDS.			TOTAL V	VEIGHT	CARF	RIED/VAL	LUE							lbs.	
										IDS.]				

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

	/EIGHT ALLO	-		
Light 173	Medium	346	Heavy	520
Lift over head 520	Lift off ground	1040	Push / Drag	2600
		,		
	MONE			
Gold piece (gp): 656[Heward				
Silver piece (sp): 8[Heward's R Copper piece (cp): 6[Heward'				
Copper piece (cp). O[neward	S Halluy Havelsackj		Total =	656.86 gp
				JF
	SPECIAL ABI	LITIES		
Aura of Courage (Su) ~ Immur	e to fear, allies wi	thin 10' ga	ain +4 morale bonus	s on saves
vs. fear				
Aura of Good (Ex)				
Code of Conduct				
Detect Evil (Sp) ~ at will				
Divine Grace (Su)				
Divine Health (Ex) ~ Immune to	o all diseases (inc	uding sup	ernatural and magio	cal)
Lay on Hands (Su) ~ 105 hp/da	ау			
Remove Disease (Sp) 4/week				
Smite Evil (Su) +15 damage 4/	day			
Special Mount (Ex)				
Turn Undead (Su) ~ 10/day (Tu	urn Level 16 ~ Tu	n Damage	e 2d6+23)	
	FEATS			
Alertness	You have finely		0000	
Blind-Fight			n melee without bei	na obla ta
binu-right	see your foes	to light li	i melee without bei	ng able to
Cleave	You can follow	through w	vith powerful blows	
Improved Critical (Longsword)	With your chos it hurts	en weapo	on you know how to	hit where
Mounted Combat	You are skilled	in mounte	ed combat	
Power Attack	You can make	exception	ally powerful melee	attacks
Weapon Focus (Longsword)	You are espec	aly good a	at using the chosen	weapon
Armor Proficiency (Heavy)	You are profici	ent with he	eavy armor	
Armor Proficiency (Light)	You are profici	ent with lig	ht armor	
Armor Proficiency (Medium)	You are profici	ent with m	edium armor	
Martial Weapon Proficiency	You understa weapon in comb		to use the chose	en martial
Shield Brofisionay			huoklara amall ah	المعرب المالية

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

	LA	NGUAGE	S								
Special Mount: Rishone (Pegasus)											
	TE	MPLATE	S								
le on Mount											
Spec	ial Mount	t: Risho	ne (Pega	sus)							
HP:	87	AC:	24	INIT:	+2						
FORT:	+11	REF:	+10	WILL:	+7						
	. 10		1 4 2 1 4	CDIT.	20/22						

		INPLATE	5		
Saddle on Mount					
Spec	ial Mount	t. Risho	ne (Pega	eus)	
				,	
HP:	87	AC:	24	INIT:	+2
FORT:	+11	REF:	+10	WILL:	+7
*Bite (Natural/Secondary)	+13	DAM:	1d3+4	CRIT:	20/x2
*Hoof (Natural/Primary)	+18/+18	DAM:	1d6+7	CRIT:	20/x2
Special:	Evasion (Ex), Improved	f its kind, Em Speed (Ex), nt (Ex), Shar spells	Magical Bea	sts eat and

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
Effect:						Target: Creature to	uched		Caster Level: 1	
Remove of	lisease cures all diseases that the subject is suffering fr	om. T	he spell also kills parasi	tes, includir	ng green slime and others.					
At Will	Detect Evil	10	None	1 standard action	Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
Effect: You can s	ense the presence of evil.					Target: Cone-shape	ed emanatio	n	Caster Level: 1	
					* =Domain/Speciality Spell					

Holy Avenger Spell-like Abilities

				,	5 1					
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
	Greater Dispel Magic	14	None	1 standar action	rd Instantaneous	Medium (300 ft.)	V, S	No	Abjuration	phb: p.223
Effect: As dispel	magic, but +20 on check.					Target: One spello radius burst	aster, creat	ure, or object; or 20-ft.	Caster Level: 20	

* =Domain/Speciality Spell

Paladin Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
	13	None	1 standard action	I 7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.205
Effect: Fills your allies with courage. Allies gain +1 on attack rolls and -	+1 on s	aves against fear.			Target: The caster centered on the cast		s within a 50-ft. burst,	Caster Level: 7	
Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	phb: p.205
Effect: You imbue a flask of water with positive energy, turning it into h	oly wat	er.			Target: Flask of wa	ter touched		Caster Level: 7	
Bless Weapon	13	None	1 standard action	7 minutes	Touch	V, S	No	Transmutation	phb: p.205
Effect: You make a weapon strikes true against evil foes.					Target: Weapon to	uched		Caster Level: 7	
Create Water	13	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Conjuration (Creation) [Water]	phb: p.215
Effect: Generates wholesome, drinkable water - 14 gallons.					Target: Up to 14 ga			Caster Level: 7	
Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
Effect: You channel positive energy through your hand that cures 1d8-	Edom				Target: Creature to	uched		Caster Level: 7	
Detect Poison	13 13	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Divination	phb: p.219
Effect: You determine whether a creature, object, or area has been po	isoned	or is poisonous	doubh		Target: One creatu	re, one obje	ct, or a 5-ft. cube	Caster Level: 7	
Detect Undead	13	None	1 standard action	Concentration, up to 7 minutes	60 ft.	V, S, M/DF	No	Divination	phb: p.220
Effect: You can detect the aura that surrounds undead creatures.					Target: Cone-shap	ed emanatio	n	Caster Level: 7	
Divine Favor	13	None	1 standard action	I 1 minute	Personal	V, S, DF	No	Evocation	phb: p.224
Effect: Calling on the strength and wisdom of a deity, you gain +2 on a	ttack a	nd damage rolls.			Target: You			Caster Level: 7	
Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
Effect: Subject suffers no harm from being in a hot or cold environmen	t.	× ,			Target: Creature to	uched		Caster Level: 7	
Lesser Restoration	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.272
Effect: any magical effects reducing one of the subjects ability scores of the subjects ability scores [such as from a shadows touch or fr exhausted condition to fatigued.						uched		Caster Level: 7	
Comparison Comparison	13	Will negates (harmless, object)	1 standard action	I 7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect: Gives a weapon a +1 enhancement bonus on attack and dama	ge rolls				Target: Weapon to	uched		Caster Level: 7	
Protection from Chaos	13	Will negates (harmless)	1 standard action	I 7 minutes	Touch		No; see text	Abjuration [Lawful]	phb: p.266
Effect: This spell wards a creature from attacks by chaotic creatures around the subject at a distance of 1 foot. +2 to AC and saves, co					Target: Creature to r	uched		Caster Level: 7	
Protection from Evil	13	Will negates (harmless)		7 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.266
Effect: This spell wards a creature from attacks by evil creatures, fror the subject at a distance of 1 foot. +2 to AC and saves, counter m		al control, and from sum	moned crea		Target: Creature to d	uched		Caster Level: 7	
Read Magic	13	None		70 minutes	Personal	V, S, F	No	Divination	phb: p.269
Effect: By means of read magic, you can decipher magical inscri unintelligible. This deciphering does not normally invoke the magi			lls, weapon		<i>Target:</i> You e			Caster Level: 7	
	13	Will negates (harmless)	1 standard action		Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
Effect: You imbue the subject with magical energy that protects it from	harm	. ,		29/62	Target: Creature to	uched		Caster Level: 7	
Volumbue the subject with magical energy that protects it from	narm, 13	Fortitude negates	1 standard		Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298
Effect:		(harmless)	action		Target: Creature to	uched		Caster Level: 7	
The subject gains 1 temporary hit point									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bear's Endurance	14	Will negates (harmless)	1 standare action	d 7 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
Effect:					Target: Creature to	ouched		Caster Level: 7	
The subject gains greater vitality and stamina [+4 enhancement	bonus	to Constitution].							
Bull's Strength	14	Will negates (harmless)	1 standar action	d 7 minutes	Touch	V, S, M/D	F Yes (harmless)	Transmutation	phb: p.207
Effect: The subject becomes stronger. [+4 to Str]					Target: Creature to	ouched		Caster Level: 7	
Delay Poison	14	Fortitude negates (harmless)	1 standare action	d 7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
Effect: The targert becomes temporarily immune to poison.					Target: Creature to	ouched		Caster Level: 7	
Eagle's Splendor	14	Will negates (harmless)	1 standare action	d 7 minutes	Touch	V, S, M/D	F Yes	Transmutation	phb: p.225
Effect:					Target: Creature to	ouched		Caster Level: 7	
The subject becomes more poised, articulate and personally for	ceful [+	4 to Cha].							
Contraction Contra	14	Will negates (harmless)	1 standare action	d 7 minutes	Touch	V, S, M/D	F Yes	Transmutation	phb: p.259
Effect: The transmuted creature becomes wiser. The spell grants a +4	enhano	ement bonus to Wisdor	n, adding th	e usual benefit to Wisdom-related skills.	Target: Creature to	ouched		Caster Level: 7	
Remove Paralysis	14	Will negates (harmless)	1 standare action	d Instantaneous	Close (40 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
Effect:					Target: Up to four	creatures, n	o two of which can be	Caster Level: 7	
You can free one or more creatures from the effects of any tem	porary	paralysis or related mag	ic, including	a ghouls touch or a slow spell. If the spe	ellmore than 30 ft. ap	bart			

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.

* =Domain/Speciality Spell

Paladin Spells

			Paladin Spelis					
Resist Energy	14	Fortitude negates (harmless)	1 standard 70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.272
Effect: This abjuration grants a creature limited protection from dam sonic. The subject gains energy resistance 10 against the ener	gy type o	hichever one of five e chosen, meaning that	nergy types you select: acid, cold, electricity, each time the creature is subjected to such da		touched		Caster Level: 7	
[whether from a natural or magical source], that damage is reduce Shield Other		Will negates	1 standard 7 hours	Close (40 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278
Effect: This spell wards the subject and creates a mystic connection subject gains a +1 deflection bonus to AC and a +1 resistance b	between onus on s	(harmless) you and the subject so saves. Additionally, the	action b that some of its wounds are transferred to your subject takes only half damage from all wound	<i>Target:</i> One crea J. The Is and	ature		Caster Level: 7	
attacks [including that dealt by special abilities] that deal hit point		The amount of damag Will negates (object)		rou. Close (40 ft.)	V, S	Yes (object)	Abjuration	phb: p.297
Effect:			action	Target: One crea	ature or object		, Caster Level: 7	
An undetectable alignment spell conceals the alignment of an o		a creature from all form Will negates	s of divination. 1 standard 7 minutes action	Close (40 ft.)	V, S, DF	Yes	Enchantment (Compulsion)	phb: p.303
Effect: Creatures within the emanation area [or those who enter it] car	t anook o	ny deliberate and inter	tional line	Target: 20-ft. rad	dius emanatio	ı	[Mind-Affecting] Caster Level: 7	
Creatures within the emanation area for those who enter itj can	і эреак а	iny deliberate and inter	LEVEL 3					
Name	DC	Cauding Theory		Range	Comp.	Casll Desistance	Cabaal	Source
Cure Moderate Wounds	15	Saving Throw Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Spell Resistance Yes (harmless); see text	School Conjuration (Healing)	phb: p.216
Effect: You channel positive energy through your hand that cures 2d8-				Target: Creature			Caster Level: 7	
Daylight	15	None	1 standard 70 minutes action	Touch	V, S	No	Evocation [Light]	phb: p.216
Effect: The object touched sheds light as bright as full daylight in a 60-	ft. radius	and dim light for an ad	ditiona 60 ft. beyond that.	Target: Object to	buched		Caster Level: 7	
Discern Lies	15	Will negates	1 standard Concentration, up to 7 rounds action	Close (40 ft.)	V, S, DF	No	Divination	phb: p.221
Effect: Reveals deliberate falsehoods in subject you are concentrating				30 ft. apart		which can be more thar		
Dispel Magic	15	None	1 standard Instantaneous action	Medium (170 ft.)		No	Abjuration	phb: p.223
Effect: Cancels magical spells and effects.				Target: One spe radius burst		ure, or object; or 20-ft.		
Greater Magic Weapon	15	Will negates (harmless, object)	1 standard 7 hours action	Close (40 ft.)		F Yes (harmless, object	·	phb: p.251
Effect: This spell functions like magic weapon, except that it gives a w			-	must be in conta casting]	ict with each o	ojectiles [all of which ther at the time of	Caster Level: 7	
Heal Mount	15	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.239
Effect: As heal, but it affects only the paladins special mount [typically	a warhor	se].		Target: Your mo	unt touched		Caster Level: 7	
Magic Circle Against Chaos	15	Will negates (harmless)	1 standard 70 minutes action	Touch	V, S, M/D	F No; see text	Abjuration [Lawful] phb: p.249
Effect: All creatures within the area gain the effects of a protection from	n chaos s	pell, and no nonlawful	summoned creatures can enter the area either.	Target: 10-ft. rac	dius emanatio	n from touched creature	Caster Level: 7	
Magic Circle Against Evil	15	Will negates (harmless)	1 standard 70 minutes action	Touch	V, S, M/D	F No; see text	Abjuration [Good]	phb: p.249
Effect: All creatures within the area gain the effects of a protection fror	n evil spe			Target: 10-ft. rac	dius emanatio	n from touched creature	Caster Level: 7	
		None	1 standard 7 rounds action	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.264
Effect: You bring special favor upon yourself and your allies while brin on attack rolls, weapon damage rolls, saves, and skill checks, wh				Target: All allies bonuscentered on you	and foes with	in a 40-ft. radius burst	Caster Level: 7	
Remove Blindness/Deafness		Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.270
Effect: Remove blindness/deafness cures blindness or deafness [your ears or eyes that have been lost, but it repairs them if they are da		whether the effect is n	ormal or magical in nature. The spell does not r	Target: Creature estore	touched		Caster Level: 7	
Remove Curse	15	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
Effect: instantaneously removes all curses on an object or a creature armor, although the spell typically enables the creature afflicted w		e curse does not remo	ve the curse from a cursed shield, weapon, or	Target: Creature suit of	or item touch	ed	Caster Level: 7	
annor, autougn the spell typically enables the creature affilicted w	iui afiy Sl	uon cursed item to rem	LEVEL 4					
Name	DC	Saving Throw		Range	Comp	Spell Resistance	School	Source

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Break Enchantment	16	See text	1 minute	Instantaneous	Close (40 ft.)	V, S	No	Abjuration	phb: p.207
Effect:					Target: Up to 7 crea	itures, all w	ithin 30 ft. of each othe	r Caster Level: 7	
Frees subjects from enchantments, transmutations, and curses.									
Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
Effect:					Target: Creature to	uched		Caster Level: 7	
You channel positive energy through your hand that cures 3d8+7	dama	ge							
Death Ward	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217
Effect:					Target: Living creat	ure touched	1	Caster Level: 7	
Grants immunity to death spells/effects and negative energy effects	cts.								
Dispel Chaos	16	See text	1 standard action	I 7 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	phb: p.222
Effect:					Target: You and a t	ouched evil	creature from another	Caster Level: 7	
A constant blue lawful energy surrounds you.					plane; or you and a touched creature or		ent or evil spell on a		
Dispel Evil	16	See text	1 standard action	I 7 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	phb: p.222
Effect: A shimmering, white holy energy surrounds you.						n enchantm	creature from another tent or evil spell on a	Caster Level: 7	
Holy Sword	16	None	1 standard action	I 7 rounds	Touch	V, S	No	Evocation [Good]	phb: p.242
Effect:					Target: Melee weap	on touched	1	Caster Level: 7	
This spell allows you to channel holy power into your sword, or enhancement bonus on attack and damage rolls, extra 2d6 dama spell].					5 [°]				
Mark of Justice	16	None	10 minutes	s Permanent;see text	Touch	V, S, DF	Yes	Necromancy	phb: p.252
Effect: You draw an indelible mark on the subject and state some beha	vior or	n the part of the subject	that will ac	tivate the mark. When activated, the mar	Target: Creature to	uched		Caster Level: 7	

You draw an incluible 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/Speciality Spell

Paladin Spells

	Neutralize Poison	16	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	phb: p.257
	Effect: Target: Creature or object of up to 7 cu. ft. touched Caster Level: 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 emporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that dont do away on their own.									
		16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	phb: p.272
	Effect: This spell functions like lesser restoration, except that it also disp	els ne	gative levels and restor	es one exp		Target: Creature tou	uched		Caster Level: 7	

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

At Will Detect Evil (DC:10)

□□Greater Dispel Magic (DC:14) Innate

Holy Avenger Spell-like Abilities

Notes:

Character Sheet Notes: