

Sir Roderigo the Paladin

Male Human Paladin 7 - CR 6

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **23**;
Height: **6'**; Weight: **190lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	20/22	+5/+6	
<small>Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar</small>			
DEX DEXTERITY	12	+1	
CON CONSTITUTION	18/20	+4/+5	
INT INTELLIGENCE	11	0	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12	=	+5	+5		+2	
REFLEX (DEXTERITY)	+5	=	+2	+1		+2	
WILL (WISDOM)	+8	=	+5	+1		+2	

Immunity to Disease		Immunity to Fear (Ex)						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27	=	+11	+4	+1			+1	
Touch AC 12		Flat-Footed AC 26						
		BAB	Strength	Size	Misc			
CM Bonus +13	=	+7	+6	-	-			

CM Defense	Total	BAB	Strength	Dexterity	Size
25	=	10	+7	+6	+1
Base Attack		+7			
Initiative		+1			
Speed		30 / 20 ft			

+2 Cold Iron longsword	
Main hand: +15/+10, 1d8+8	Crit: 19-20/x2
Both hands: +15/+10, 1d8+11	1-hand, S
Composite longbow (Str +6)	
Ranged, both hands: +8/+3, 1d8+6	Crit: x3 Rng: 110' 2-hand, P
Dagger	
Main hand: +13/+8, 1d4+6	Crit: 19-20/x2 Rng: 10' Light, P/S
Ranged: +8/+3, 1d4+6	



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (1)	-	
<small>Speed less than 30' : -4 jump</small>				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+0	STR (6)	-	
Diplomacy	+12	CHA (2)	7	
Disable Device	-	DEX (1)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Handle Animal	+6	CHA (2)	1	
Heal	+6	WIS (1)	2	
Intimidate	+2	CHA (2)	-	
Knowledge (nobility)	+4	INT (0)	1	
Knowledge (religion)	+10	INT (0)	7	
Linguistics	-	INT (0)	-	
Perception	+1	WIS (1)	-	
Ride	-1	DEX (1)	1	
Sense Motive	+6	WIS (1)	2	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	-	INT (0)	-	
Stealth	-5	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+0	STR (6)	-	
Use Magic Device	-	CHA (2)	-	

Feats

- 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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill 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 Dexterity- and Strength-based skill checks.
- Channel Smite**
Channel energy can be delivered through a Smite attack.
- Cleave**
If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.
- Lunge**
Can increase reach by 5 ft, but take -2 to AC for 1 rd.
- Martial Weapon Proficiency - All**
You are proficient with all Martial weapons.
- Power Attack -2/+4**
You can subtract from your attack roll to add to your damage.
- Shield Focus**
+1 Shield AC
- Shield Proficiency**
You can use a shield and take only the standard penalties.

Feats

Simple Weapon Proficiency - All
 Proficient with all simple weapons.

+1 heavy steel shield

+4

Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

+2 full plate

+11

Max Dex: +1, Armor Check: -5
 Spell Fail: 35%, Heavy, Slows

Gear

Total Weight Carried: 111.62/520lbs, Light Load

(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Heavy Shield Bash	-
+1 heavy steel shield	15 lbs
+2 Cold Iron longsword	4 lbs
+2 full plate	50 lbs
Acid	1 lb
Alchemist's fire	1 lb
Arrows x40	0.15 lbs
Artisan's outfit (Free)	-
Backpack (13 @ 21.62 lbs)	2 lbs
Bedroll <In: Backpack (13 @ 21.62 lbs)>	5 lbs
Belt of physical might (Str & Con +2)	1 lb
Composite longbow (Str +6)	3 lbs
Crowbar <In: Backpack (13 @ 21.62 lbs)>	5 lbs
Dagger	1 lb
Holy symbol, silver (Iomedae)	1 lb
Money <In: Backpack (13 @ 21.62 lbs)>	0.62 lbs
Potion of cure light wounds	-
Ring of protection +1	-
Silk rope <In: Backpack (13 @ 21.62 lbs)>	5 lbs
Tindertwig x3 <In: Backpack (13 @ 21.62 lbs)>	-
Torch x3 <In: Backpack (13 @ 21.62 lbs)>	1 lb
Trail rations x3 <In: Backpack (13 @ 21.62 lbs)>	1 lb
Waterskin	4 lbs

Special Abilities

Aura of Courage +4 (10' radius) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the

Lay on Hands (3d6) (5/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can

Mercy (Dazed) (Su)

When you use your lay on hands ability, it also removes the dazed condition.

Mercy (Shaken) (Su)

When you use your lay on hands ability, it also removes the shaken condition.

Experience & Wealth

Experience Points: 35000/51000

Current Cash: 21 gp, 3 sp, 7 cp

Special Abilities

Paladin Channel Positive Energy 4d6 (2/day) (DC 15)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage.

Smite Evil (3/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Arrows	<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"/>
Dagger	<input type="checkbox"/>
Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)	<input type="checkbox"/>
Lay on Hands (3d6) (5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Paladin Channel Positive Energy 4d6 (2/day) (DC 15) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Smite Evil (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Paladin spells memorized (CL 4th; concentration +6)

Melee Touch +13 Ranged Touch +8

2nd—remove paralysis

1st—lesser restoration (2)