

Adeon Morsai

Christopher B. Wright

None

Lawful Good

NAME	Pal6	15000	Human	Medium	6'0"	200 lbs	Normal
CLASS	6	21000	25	Male	Grey	Black, Long, loosely braided	28
EXPERIENCE							
RACE							
SIZE							
HEIGHT							
WEIGHT							
VISION							

LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	TOTAL	WOUNDS/CURRENT HP
STR Strength	13	+1			HP hit points 51	
DEX Dexterity	10	+0			AC armor class 19 = 10 + 6 + 2 + 0 + 0 + 0 + 0	
CON Constitution	14	+2			TOTAL	
INT Intelligence	13	+1			INITIATIVE modifier +4 = +0 + +4	
WIS Wisdom	12	+1			BASE ATTACK bonus +6/+1	
CHA Charisma	15	+2				
						SPEED Walk 20'
						55 -9 0
						ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+5	+2	+0	+2		
REFLEX (dexterity)	+4	+2	+0	+0	+2		
WILL (wisdom)	+5	+2	+1	+0	+2		

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus	+7/+2	+6/+1	+1	+0		
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus	+6/+1	+6/+1	+0	+0		

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Steel Driver	+8/+3	1d10+2	19-20/x2	Primary	0'	S	M
			(Sword +1 (Bastard))				

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Splint Mail	Heavy	+6	+0	-7	40
SHIELD	TYPE	AC	CHECK	SPELL FAILURE	
*Shield (Large/Steel)	Shield	+2	-2	15	

ITEMS	AC
*Ring +1 (Protection)	+1

AMMUNITION

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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Diplomacy	CHA	9	= 2	+ 7.0	+ 0
Handle Animal	CHA	9	= 2	+ 7.0	+ 0
Heal	WIS	7	= 1	+ 6.0	+ 0
Knowledge (Religion)	INT	8	= 1	+ 7.0	+ 0
Ride	DEX	11	= 0	+ 9.0	+ 2

TURNING CHECK RESULT		UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
Up to 0		Turn level - 4	+4	2d6+4+2	+5
1 - 3		Turn level - 3			
4 - 6		Turn level - 2			
7 - 9		Turn level - 1			
10 - 12		Turn level			
13 - 15		Turn level + 1			
16 - 18		Turn level + 2			
19 - 21		Turn level + 3			
22 +		Turn level + 4			

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Backpack (Waterproof) <small>(Backpack)0.0 lbs</small>	Carried	1	2	2
Bit and Bridle	Horse (Heavy War)	1	1	2
Holy Symbol (Silver)	Equipped	1	1	25
Horse (Heavy War) <small>41.5 lbs, 0.0 Bit and Bridle, 0.0 Saddle (Military), 0.0 Sack (Waterproof)</small>		1	0	400
Outfit (Courtier's)	Sack (Waterproof)	0	6	0
Platinum Ring <small>(Ring)</small>	Equipped	1	0	50
Ring +1 (Protection)	Equipped	1	0	2000
Sack (Waterproof) <small>Waterproof0.0 lbs</small>	Horse (Heavy War)	1	0.5	0.1
Saddle (Military)	Horse (Heavy War)	1	40	20
Shield (Large/Steel)	Equipped	1	15	20
Splint Mail	Equipped	1	45	200
Steel Driver <small>(Sword +1 (Bastard))</small>	Equipped	1	10	2335
TOTAL WEIGHT CARRIED/VALUE		73.0 lbs		5054.1 gp

MONEY
Charges

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0

SPECIAL ABILITIES

Aura of Courage

Detect Evil

Divine Grace

Divine Health

Lay on Hands 12 hp/day

Remove Disease 2/week

Smite Evil 1/day

Special Mount

Turn Undead 5/day

FEATS

Armor Proficiency (Heavy) You are proficient with heavy armor (1x)

Armor Proficiency (Light) You are proficient with light armor (1x)

Armor Proficiency (Medium) (1x) You are proficient with medium armor

Exotic Weapon Proficiency You gain proficiency with an exotic weapon of your choice

Expertise You can use your weapon to make you harder to hit

Improved Initiative When a fight breaks out, you are especially quick to prepare

Martial Weapon Proficiency You are proficient in weapons considered to be martial in classification

Mounted Combat You are accustomed to fighting while mounted and know how to keep your mount alive

Shield Proficiency Using a shield in combat is easy for you and therefore unhindering

Simple Weapon Proficiency You are able to use non-complex weapons

PROFICIENCIES

Armor Spikes, Axe, Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dagger (Thrown), Dart, Falchion, Flail (Heavy), Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, GUISARME, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana (2-H), Kusari-gama, Lance (Heavy), Lance (Light), Longbow, Longbow (Composite), Longspear, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspears, Sickle, Sling, Sword (Bastard/1-H), Sword (Bastard/2-H), Sword (Great), Sword (Long), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/2-H), Warhammer

LANGUAGES

Common, Literacy

TEMPLATES

Paladin

Level 1 - 2 per day, Save DC12

RANGE - **Close:** 25' + 5'/2 Levels **Medium:** 100' + 10'/Level **Long:** 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Bless	Enchantment	Allies within 50'	50 feet	1 action	1 minute/level	V S DF	None	Yes (Harmless)	PHB p.180
□□□□□ Bless Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)	PHB p.180
□□□□□ Bless Weapon	Transmutation	Weapon touched	Touch	1 action	1 minute/level	V S	None	No	PHB p.180
□□□□□ Create Water	Conjuration	2 gallons of water/level	Close	1 action	Instantaneous	V S	None	No	PHB p.189
□□□□□ Cure Light Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	PHB p.190
□□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No	PHB p.193
□□□□□ Detect Undead	Divination	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S M DF	None	No	PHB p.194
□□□□□ Divine Favor	Evocation	You	Personal	1 action	1 minute	V S DF	None	No	PHB p.197
□□□□□ Endure Elements	Abjuration	Creature touched	Touch	1 action	24 hours	V S	None	Yes	PHB p.199
□□□□□ Magic Weapon	Transmutation	Weapon touched	Touch	1 action	1 minute/level	V S DF	Will negates (Harmless)	Yes (Harmless)	PHB p.225
□□□□□ Protection from Evil	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	PHB p.240
□□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No	PHB p.243
□□□□□ Resistance	Abjuration	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)	PHB p.245
□□□□□ Virtue	Transmutation	Creature touched	Touch	1 action	1 minute	V S DF	Will (Harmless)	Yes (Harmless)	PHB p.269

