Darian Ghoulslayer
CHARACTER NAME

Robert
PLAYER NAME

Iomedae — DEITY

None — REGION

Lawful Good — ALIGNMENT

Paladin 3 — CLASS

Human — RACE

Medium / 5 ft. — SIZE / FACE

6' 3" — HEIGHT

205 lbs. — WEIGHT

Normal — VISION

3 / 2 — Character Level / CR

5000 / 9000 — EXP / NEXT LEVEL

21 — AGE

Male — GENDER

Light Blue — EYES

Black, Long & Wavey — HAIR

POINTS

SPEED

Abilities

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	ABILITY PENALTY
STR Strength	17	19	+4		
DEX Dexterity	12		+1		
CON Constitution	15		+2		
INT Intelligence	12		+1		
WIS Wisdom	12		+1		
CHA Charisma	15		+2		

HP hit points: 33

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

Walk 20 ft.

AC armor class

	TOTAL	FLAT	TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC
	20	19	11	=	10	+9	+0	+1	+0	+0	+0	+0	+0

MISS CHANCE: 0 | ARCANE SPELL FAILURE: 35 | ARMOR CHECK PENALTY: -5 | SPELL RESIST: 0

INITIATIVE modifier

TOTAL		DEX MODIFIER		MISC MODIFIER
+1	=	+1	+	+0

BASE ATTACK bonus: +3

Saving Throws

SAVING THROWS	TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP
FORTITUDE (constitution)	+7	=	+3	+	+2	+	+0	+	+2	+	+0	+	
REFLEX (dexterity)	+4	=	+1	+	+1	+	+0	+	+2	+	+0	+	
WILL (wisdom)	+6	=	+3	+	+1	+	+0	+	+2	+	+0	+	

Conditional Modifiers

Attack Bonuses

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+7	=	+3	+	+4	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	
CMB attack bonus	+7	=	+3	+	+4	+	+0	+	+0	+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+7	+7	+7	+7	+7	+7
Defense	18	18	18	18	18	18

Weapons

*Masterwork Greatsword (Cold Iron)

	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+9	2d6+6

Special Properties: 30 hp/inch, hardness 10

Flail (Heavy)

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	19-20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+7	1d10+6

Special Properties: Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145)

Gauntlet

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+7	1d3+4	**2W-P-(OH)**	+1	1d3+4
1H-O	+3	1d3+2	**2W-P-(OL)**	+3	1d3+4
2H	+7	1d3+4	**2W-OH**	-1	1d3+2

*: 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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Full Plate	Heavy	+9	+1	-5	35

LAY ON HANDS

Uses per day

cure 1d6 per use

SKILLS

TOTAL SKILLPOINTS: 12 | MAX RANKS: 3/3

SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
Acrobatics	DEX	-4	=	1	+			-5
Acrobatics (Jump)	DEX	-8	=	1	+			-9
Appraise	INT	1	=	1				
Bluff	CHA	2	=	2				
Climb	STR	-1	=	4	+			-5
Craft (Untrained)	INT	1	=	1				
Diplomacy	CHA	8	=	2	+	3	+	3
Disguise	CHA	2	=	2				
Escape Artist	DEX	-4	=	1	+			-5
Fly	DEX	-4	=	1	+			-5
Handle Animal	CHA	6	=	2	+	1	+	3
Heal	WIS	9	=	1	+	3	+	5
Intimidate	CHA	2	=	2				
Knowledge (Nobility)	INT	5	=	1	+	1	+	3
Knowledge (Religion)	INT	5	=	1	+	1	+	3
Perception	WIS	1	=	1				
Perform (Untrained)	CHA	2	=	2				
Ride	DEX	0	=	1	+	1	+	-2
Sense Motive	WIS	6	=	1	+	2	+	3
Stealth	DEX	-4	=	1	+			-5
Survival	WIS	1	=	1				
Swim	STR	-1	=	4	+			-5
			=		+		+	
			=		+		+	

: can be used untrained. : exclusive skills. *: Skill Mastery.

Lay on Hands

Uses per Day

Lay on Hands (Su): You can heal wounds (your own or those of others) by touch. Each day you can use this ability 3 times per day. With one use of this ability, you can heal 1d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Smite Evil

Uses per day

Smite Evil (Su): You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +2 to your attack rolls and +3 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +6. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +2 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

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Player: **Robert**

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Masterwork Greatsword (Cold Iron) 30 hp/inch, hardness 10	Equipped	1	8	400
Masterwork Full Plate	Equipped	1	50	1,650
Belt of Giant Strength +2	Equipped	1	1	4,000
Crowbar +2 circumstance bonus to Strength checks to force open a door or chest	Equipped	1	5	2
Healer's Kit	Equipped	1	1	50
Manacles (Medium)	Equipped	1	2	15
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.	Equipped	5	1 (5)	0 (0)
Blanket (Winter)	Equipped	1	3	0.5
Bedroll	Equipped	1	5	0.1
Backpack 0 lbs.	Equipped	1	2	2
Flail (Heavy) Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145)	Carried	1	10	15
Horse (Heavy/Combat Trained) 59 lbs., 1 Bit and Bridle, 1 Saddlebags, 1 Tent, 1 Saddle (Military)		1	0	300
Bit and Bridle	Horse (Heavy/Combat Trained)	1	1	2
Saddlebags 0 lbs.	Horse (Heavy/Combat Trained)	1	8	4
Tent	Horse (Heavy/Combat Trained)	1	20	10
Saddle (Military) +2 circumstance bonus on Ride checks related to staying in the saddle	Horse (Heavy/Combat Trained)	1	30	20
Gauntlet	Carried	1	0	2
TOTAL WEIGHT CARRIED/VALUE			92 lbs. / 6,472.7 gp	

WEIGHT ALLOWANCE

Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

MONEY

Coin (Gold Piece): 1550

Total = 1,550 gp

LANGUAGES

Common, Draconic

Special Attacks

Smite Evil (Su)   **[Paizo Inc. - Core Rulebook, p.60]**

You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +2 to your attack rolls and +3 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +6. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +2 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Special Qualities

Aura of Courage (Su)   **[Paizo Inc. - Core Rulebook, p.61]**

You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex)   **[Paizo Inc. - Core Rulebook]**

You project a moderate good aura.

Bonus Feat   **[Paizo Inc. - Core Rulebook, p.27]**

Humans select one extra feat at 1st level.

Detect Evil (Sp)   **[Paizo Inc. - Core Rulebook, p.60]**

At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Divine Health (Ex)   **[Paizo Inc. - Core Rulebook, p.61]**

You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su)   **[Paizo Inc. - Core Rulebook, p.61]**

Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Lay on Hands (Su)   **[Paizo Inc. - Core Rulebook, p.61]**

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 3 times per day. With one use of this ability, you can heal 1d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage.

Skilled   **[Paizo Inc. - Core Rulebook, p.27]**

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon and Armor Proficiency   **[Paizo Inc. - Core Rulebook]**

Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Feats

Cleave   **[Paizo Inc. - Core Rulebook, p.119]**

As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Power Attack   **[Paizo Inc. - Core Rulebook, p.131]**

You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Greatsword)   **[Paizo Inc. - Core Rulebook, p.136]**

You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES

Atlatl, Axe (Throwing), Battleaxe, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart

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TEMPLATES

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Class Spell-like Abilities

Name	Save Information	Time	Duration	Range	Comp.	Source
At Will **Detect Evil**		1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	CR: p.266
School: Divination	*SR:* No	*Target:* Cone-shaped emanation			*Caster Level:* 3	*Concentration:* +3
Effect: You can sense the presence of evil.						

* =Domain/Speciality Spell

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Class Spell-like Abilities

At Will Detect Evil (DC:)

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Darian Ghoulslayer

Human
RACE

21
AGE

Male
GENDER

VISION

Lawful Good
ALIGNMENT

Right
DOMINANT HAND

6' 3"
HEIGHT

205 lbs.
WEIGHT

Light Blue
EYE COLOUR

Tanned
SKIN COLOUR

Black, Long & Wavey
HAIR

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None
REGION

Description:
Biography:

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