

CHARACTER NAME		PLAYER		CAMPAIGN	
3 Paladin / 5 Cleric		Human		Lawful Good	
CLASS AND LEVEL		RACE		ALIGNMENT	
				EXPERIENCE POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TOTAL				WOUNDS/CURRENT HP				NONLETHAL DAMAGE				SPEED																			
STR strength	10	+0	HP hit points	66									30ft. (Armored: 20ft.)																					
DEX dexterity	10	+0	AC armor class	20	=	10	+	7	+	3	+	0	+	0	+	0	+	0																
				TOTAL	BASE		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER															
CON constitution	14	+2																																
																			DAMAGE REDUCTION															
INT intelligence	10	+0	TOUCH armor class	10	FLAT-FOOTED armor class				20																									
																			SKILLS															
												SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER																
												(cc)Appraise×\$		int	0	=	0	+	0	+	0													
												(cc)Balance×		dex	0	=	0	+	0	+	0													
												(cc)Bluff×\$		cha	4	=	4	+	0	+	0													
												(cc)Climb×		str	1	=	0	+	1	+	0													
												Concentration×\$		con	7	=	2	+	5	+	0													
WIS wisdom	15	+2																																
						TOTAL		DEX MODIFIER		MISC MODIFIER																								
CHA charisma	18	+4	INITIATIVE modifier	+4	=	0	+	4																										

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMP. MODIFIER
FORT constitution	13	=	7	+	2	+	0	+	4	+	
REFLEX dexterity	6	=	2	+	0	+	0	+	4	+	
WILL wisdom	11	=	5	+	2	+	0	+	4	+	

BASE ATTACK BONUS	6	SPELL RESISTANCE	0
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GRAPPLE modifier		6	=	6	+	0	+	0	+	0
		TOTAL		BASE ATT BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER

ATTACK		ATTACK	DAMAGE	CRITICAL
Holy Mace, heavy +1		7	1d8+1	20/x2
RANGE	TYPE	NOTES		
-		8lb, Med,		

ATTACK		ATTACK	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

(cc)Appraise×§	int	0	=	0	+	0	+	0
(cc)Balance×	dex	0	=	0	+	0	+	0
(cc)Bluff×§	cha	4	=	4	+	0	+	0
(cc)Climb×	str	1	=	0	+	1	+	0
Concentration×§	con	7	=	2	+	5	+	0
Craft×§	int	0	=	0	+	0	+	0
(cc)Decipher Script§	int	3	=	0	+	3	+	0
Diplomacy×§	cha	4	=	4	+	0	+	0
(cc)Disable Device§	int	0	=	0	+	0	+	0
(cc)Disguise×§	cha	4	=	4	+	0	+	0
(cc)Escape Artist×	dex	0	=	0	+	0	+	0
(cc)Forgery×§	int	0	=	0	+	0	+	0
(cc)Gather Information×§	cha	5	=	4	+	1	+	0
Handle Animal§	cha	4	=	4	+	0	+	0
Heal×§	wis	7	=	2	+	5	+	0
(cc)Hide×	dex	0	=	0	+	0	+	0
(cc)Intimidate×§	cha	4	=	4	+	0	+	0
(cc)Jump×	str	1	=	0	+	1	+	0
Knowledge (arcana)§	int	0	=	0	+	0	+	0
(cc)Knowledge (architecture & engineering)§	int	0	=	0	+	0	+	0
(cc)Knowledge (dungeoneering)§	int	0	=	0	+	0	+	0
(cc)Knowledge (geography)§	int	0	=	0	+	0	+	0
Knowledge (history)§	int	0	=	0	+	0	+	0
(cc)Knowledge (local)§	int	0	=	0	+	0	+	0
(cc)Knowledge (nature)§	int	0	=	0	+	0	+	0
Knowledge (nobility and royalty)§	int	1	=	0	+	1	+	0
Knowledge (religion)§	int	4	=	0	+	4	+	0
Knowledge (the planes)§	int	0	=	0	+	0	+	0

(cc) crossclass skill
× can be used untrained § apply armor penalty

POSSESSIONS					
ITEM	PG.	LB.	ITEM	PG.	LB.
Bashing Shield, large, steel +1		45	Holy Mace, heavy +1		8
Backpack (empty)		2	Bedroll		5
Blanket, winter		3	Flint and steel		0
Grappling hook		4	Half-plate		50
Healer's kit		1	Holy symbol, silver		1
Ink (1 oz. vial)		0	Inkpen		0
7 x Rations, trail (per day)		7	Rope, hemp (50 ft.)		10
6 x Torch		6	Whetstone		1

1-33lb.	34-66lb.	67-100lb.	100lb.	200lb.	500lb.
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
(cc)Listen×§	wis	2	= 2 + 0 + 0		
(cc)Move Silently×	dex	0	= 0 + 0 + 0		
(cc)Open Lock§	dex	0	= 0 + 0 + 0		
(cc)Perform×§	cha	4	= 4 + 0 + 0		
Profession§	wis	2	= 2 + 0 + 0		
Ride×§	dex	0	= 0 + 0 + 0		
(cc)Search×§	int	0	= 0 + 0 + 0		
Sense Motive×§	wis	3	= 2 + 1 + 0		
(cc)Sleight of Hand§	dex	0	= 0 + 0 + 0		
(cc)Speak Language§	int	0	= 0 + 0 + 0		
Spellcraft§	int	0	= 0 + 0 + 0		
(cc)Spot×§	wis	2	= 2 + 0 + 0		
(cc)Survival×§	wis	2	= 2 + 0 + 0		
(cc)Swim×§	str	1	= 0 + 1 + 0		
(cc)Tumble	dex	1	= 0 + 1 + 0		
(cc)Use Magic Device§	cha	4	= 4 + 0 + 0		
			= + +		
			= + +		
			= + +		
			= + +		
			= + +		
			= + +		

PLATINUM	382
GOLD	5
SILVER	7
COPPER	2

FEATS, LANGUAGES & ABILITIES			
		Smite evil (1/day)	
Feats	Languages		
Eschew Materials	Elven	Cleric abilities	
Improved Initiative	Common	Turn or rebuke undead	
Improved Shield Bash			
Weapon Finesse	Paladin abilities		
Armor Proficiency (heavy)	Aura of courage		
Armor Proficiency (light)	Divine health		
Armor Proficiency (medium)	Divine Grace		
Martial Weapon Proficiency	Lay on hands		
Shield Proficiency	Detect evil		
Simple Weapon Proficiency	Aura of good		

Cleric spells				Doom	Shield Other	Water Walk
Spell Save DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	Endure Elements	Silence	Wind Wall
12	0	5	+1	Entropic Shield	Sound Burst	
13	1st	3	+1	Hide from Undead	Spiritual Weapon	
14	2nd	2	+1	Inflict Light Wounds	Status	
15	3rd	1	+1	Magic Stone	Summon Monster II	
-	4th	-	-	Magic Weapon	Undetectable Alignment	
-	5th	-	-	Obscuring Mist	Zone of Truth	
-	6th	-	-	Protection from Chaos		
-	7th	-	-	Protection from Evil	Level 3	
-	8th	-	-	Protection from Good	Animate Dead	
-	9th	-	-	Protection from Law	Bestow Curse	
				Remove Fear	Blindness/Deafness	
Create Water				Sanctuary	Contagion	
Cure Minor Wounds				Shield of Faith	Continual Flame	
Detect Magic				Summon Monster I	Create Food and Water	
Detect Poison					Cure Serious Wounds	
Guidance				Level 2	Daylight	
Inflict Minor Wounds				Aid	Deeper Darkness	
Light				Augury	Dispel Magic	
Mending				Bear's Endurance	Glyph of Warding	
Purify Food and Drink				Bull's Strength	Helping Hand	
Read Magic				Calm Emotions	Inflict Serious Wounds	
Resistance				Consecrate	Invisibility Purge	
Virtue				Cure Moderate Wounds	Locate Object	
				Darkness	Magic Circle against Chaos	
Level 1				Death Knell	Magic Circle against Evil	
Bane				Delay Poison	Magic Circle against Good	
Bless				Desecrate	Magic Circle against Law	
Bless Water				Eagle's Splendor	Magic Vestment	
Cause Fear				Enthrall	Meld into Stone	
Command				Find Traps	Obscure Object	
Comprehend Languages				Gentle Repose	Prayer	
Cure Light Wounds				Hold Person	Protection from Energy	
Curse Water				Inflict Moderate Wounds	Remove Blindness/Deafness	
Deathwatch				Lesser Restoration	Remove Curse	
Detect Chaos				Make Whole	Remove Disease	
Detect Evil				Owl's Wisdom	Searing Light	
Detect Good				Remove Paralysis	Speak with Dead	
Detect Law				Resist Energy	Stone Shape	
Detect Undead				Restoration, Lesser	Summon Monster III	
Divine Favor				Shatter	Water Breathing	