

Arrystark Svyatopolk Orlovsky	Daniel	Loyal bon			
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Paladin / défenseur divin	Humain	Terres Volées	lomedae		
Class	Race	Campaign	Deity	XP Speed(S/M/F)	
8	M	20	Male	1m80	70
Level	Size	Age	Gender	Height	Weight
				Verts	Noirs
				Eyes	Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	15	2	17	3
DEX	14	2	14	2
CON	14	2	14	2
INT	7	-2	7	-2
WIS	12	1	12	1
CHA	18	4	20	5

Hero Points

Caster Level

HP	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
HP	89				
AC	21	10	+7	0	2
	TOTAL	Armor	Shield	Dex	Dodge
				Size	Natural
					Deflect
					Misc

Touch	Flat-footed	INIT	Total	Dex	Misc
Touch	13	INIT	2	2	0
CMD	24				
	FCMD				
	19				
	22				
	Medium				
	Speed				
	Armor Type				

Light Load	Med Load	Max Load	Over Head	Off Ground	Push/ Drag
Light Load	86				
Med Load	173				
Max Load	260				
Over Head	260				
Off Ground	520				
Push/ Drag	1300				

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	15	6	2	2	5	0
REFLEX	11	2	2	2	5	0
WILL	14	6	1	2	5	0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
MELEE	+11/+6	+8/+3	3	0	0	0
CMB	+11/+6	+8/+3	3	0	0	0
RANGED	+10/+5	+8/+3	2	0	0	0
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range	
Spike gauntlet (+1 from ABP)	+12+7	1d3/1d4+4	x2		
Special Properties	Ammunition	Weight	Size	Type	
				S	
Weapon	Total Attack Bonus	Damage	Critical	Range	
Power attack sur guisarme / bardiche	ToHit normal pour la 1ère attaque, -3 ensuite	+9			
Special Properties	Ammunition	Weight	Size	Type	
Smite evil 3/j, .	+5 to hit (et +5 AC)	+8 dmg			
Weapon	Total Attack Bonus	Damage	Critical	Range	
Crossbow, heavy (Arrystark en a 3).	+10/+5	1d8 / 1d10	19-20/x2	120 ft	
Special Properties	Ammunition	Weight	Size	Type	
	Bolts (50)	4 lb		P	
Weapon	Total Attack Bonus	Damage	Critical	Range	
Courageous Bardiche (+1 from ABP)	+12/+7 (+13/+8 if divine bond)	1d10+5 (1d10+6 if div bon)	19-20/x2		
Special Properties	Ammunition	Weight	Size	Type	
reach, brace (2x dmg if readied vs charging enen Courageous: any morale bonus increases by +1)				S	
Armor/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
Champion Breastplate (+1 from ABP)	<input checked="" type="checkbox"/>	Medium	+7	-3	+3
Special Properties			Weight	Spell Fail	Speed
Champion: +2 sacred bonus to AC vs enemy chosen; doesn't stack with Shared Defense bonus			30		20
Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
None	<input type="checkbox"/>				
Special Properties			Weight	Spell Fail	Speed

Feats & Special Abilities

~ Class abilities ~	~ Feats ~	Skills / level: 1 (minimum with Int penalty) +1 (racial) =	~ Favored class: ~
Detect Evil at will	(H) Power Attack / attaque puissante (-3 tohit /+9 dmg)		Paladin
Smite Evil 3/j (+5 att, +8 dmg, +16 dmg on 1st attack vs evil outsider, or dragons,+4 AC, bypass DR)	(1) Combat Reflexes: +2(DEX) opp attacks even if flat	Lvl 4: +1 en charisme	Favored class bonus: +1HP per level
Aura of Good (strong)	(3) Extra Lay on Hands: +2 Lay on Hands / day	Lvl 8: +1 en constitution	
Divine Grace (CHA bonus adds to all Saves)	(5) Furious focus (annule malus de power attack pour la 1ère attaque de chaque round)		~ Trait ~
Lay on hands, (4d6 heal, 4+5=2=11/day)	(7) Lunge: +1 case de reach, -2 à l'AC, to be decided before any attack	Skills: modifiés niveau 7: diplomacy, sense motive	Noble (Orlovsky): +1 CMD & Diplomacy
(can also be used to damage undead)			~ Racial ~
(3) Aura of courage: immune to fear + grant +4 aux saves to allies within 10 ft against fear effect.	~ Class abilities (suite) ~	+2 to CMD to resist sunder attack against a bardiche	Skilled - +1 skill per level (+1 human) = 2
(3) divine health: immune to all disease.	(5) Divine Bond (sur arme): 1 minute/lvl:		Bonus feat
(3) Shared defense: use 1 LoH to grant +1 sacred to AC/CMD/save & stabilize to allies within 10ft for 4 rds	la bardiche devient +2 ou defending, flaming, keen, merciful, axiomatic, disruption, flaming burst, holy,	Automatic Bonus Progression	Lvl 8
(4) Channel positive energy (use 2 LoH): rayon 6 cas heal living or harm undead, 4d6 (DC 19), incl himself.	(6) Aura of resolve: immune to charm+spell like abilities Creatures within 10ft gain +4 Saves.	Str +2, Cha +2, resistance+2, deflection +1 armure +1/+1, arme +1/+1, nat armor +1	Sorts niv 1: 3 / jour, niv 2: 2 / jour.
			Sorts par défaut: knight's call, divine favor
			Save: 10+spell lvl+Charisma modifier.

Skills [Auto Fill | Update CS | Clear]

Skill Name	Key Ab	CS	Skill Mod	Ab Mod	Rank	Misc Mod	ACP
Acrobatics	Dex	<input type="checkbox"/>	-1 =	2 +	0 +	0	-3
Appraise	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Bluff	Cha	<input type="checkbox"/>	6 =	5 +	1 +	0	0
Climb	Str	<input type="checkbox"/>	0 =	3 +	0 +	0	-3
Craft	Int	<input checked="" type="checkbox"/>	-2 =	-2 +	0 +	0	0
Diplomacy	Cha	<input checked="" type="checkbox"/>	20 =	5 +	8 +	4	0
Disable Device	Dex	<input type="checkbox"/>	-1 =	2 +	0 +	0	-3
Disguise	Cha	<input type="checkbox"/>	5 =	5 +	0 +	0	0
Escape Artist	Dex	<input type="checkbox"/>	-1 =	2 +	0 +	0	-3
Fly	Dex	<input type="checkbox"/>	-1 =	2 +	0 +	0	-3
Handle Animal	Cha	<input checked="" type="checkbox"/>	5 =	5 +	0 +	0	0
Heal	Wis	<input checked="" type="checkbox"/>	1 =	1 +	0 +	0	0
Intimidate	Cha	<input type="checkbox"/>	6 =	5 +	1 +	0	0
Knowledge (Arcana)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (Dungeoneering)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (Engineering)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (Geography)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (History)	Int	<input type="checkbox"/>	0 =	-2 +	2 +	0	0
Knowledge (Local)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (Nature)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (Nobility)	Int	<input checked="" type="checkbox"/>	2 =	-2 +	1 +	0	0
Knowledge (Planes)	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Knowledge (Religion)	Int	<input checked="" type="checkbox"/>	-2 =	-2 +	0 +	0	0
Linguistics	Int	<input type="checkbox"/>	-2 =	-2 +	0 +	0	0
Perception	Wis	<input type="checkbox"/>	1 =	1 +	0 +	0	0
Perform	Cha	<input type="checkbox"/>	5 =	5 +	0 +	0	0
Profession	Wis	<input checked="" type="checkbox"/>	1 =	1 +	0 +	0	0
Ride	Dex	<input checked="" type="checkbox"/>	3 =	2 +	1 +	0	-3
Sense motive	Wis	<input checked="" type="checkbox"/>	6 =	1 +	2 +	0	0
Sleight of hand	Dex	<input type="checkbox"/>	-1 =	2 +	0 +	0	-3
Spellcraft	Int	<input checked="" type="checkbox"/>	-2 =	-2 +	0 +	0	0
Stealth	Dex	<input type="checkbox"/>	-1 =	2 +	0 +	0	-3
Survival	Wis	<input type="checkbox"/>	1 =	1 +	0 +	0	0
Swim	Str	<input type="checkbox"/>	0 =	3 +	0 +	0	-3
Use magic device	Cha	<input type="checkbox"/>	5 =	5 +	0 +	0	0
		<input type="checkbox"/>		+	+		
Lvl 7, j'ai pris Diplo et Sense Motive		<input type="checkbox"/>	0 =	0 +	0 +	0	0
Lvl 8, j'ai pris Diplo et intimidate		<input type="checkbox"/>	0 =	0 +	0 +	0	0
		<input type="checkbox"/>		+	+		
		<input type="checkbox"/>		+	+		
		<input type="checkbox"/>		+	+		
		<input type="checkbox"/>		+	+		
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		<input type="checkbox"/>		+	+		
		<input type="checkbox"/>		+	+		
		<input type="checkbox"/>		+	+		
Total Skill Points:						16	

Other Possessions

Item	Weight (lbs)	Loc
Guisarme	12	
Spiked Gauntlet	5	
Dague	1	
BreastPlate of the champion: +2 AC (sacred bonus) against chosen opponent	30	4350gp
Bedroll	5	
Bardiche Masterwork	12	313gp
Cold weather outfit (+5 jet contre temps froid)		
Crossbow, heavy + 50 bolts (quantité 3)	3*8	3*50gp
Stormlure (neck): 1/jour, vent autour du perso, 50% miss chance against ranged att: including spells needing a dice roll to hit (durée 1 minute).		5400gp
En swift action, 4d6 éclair (save DC14 pour 1/2 dégât) autour de moi.		
Bardiche, courageous		9313gp
Blanket	3	
Candle * 10		
Chalk * 10		
Flask	1,5	
Lamp	1	
Oil	1	
Parchemin * 5		
Pouch, belt	0,5	
Rations * 4	4	
Sealing wax	1	
Soap	1	
Torch * 2	2	
Wine	6	
Horse light		
Saddle	15	
Saddlebags	8	
Serre-tête de diplomatie +3 (misc mod +3 competence +1 trait = +4)		450
knight's pennon parley (white) +4 enhancement bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks for 1 hour		4437
Total Weight:	111	

Currency

Sorts niveau 2 intéressants:
Bull strength, Eagle splendor, owl's wisdom, Effortless armor, spiritual squire, zone of truthbestow grace (+CHA to ST), Fire of entanglement, Fairness, Ironskin, paladin's sacrifice, righteous vigor, righteous blood,

Languages

Common

Description
Character Traits
Contacts / Friends

Personality
Character Flaws
Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

Other Notes

Private Notes

