

Name	Ser Milahn de Circamon	Race	Human	Alignment	Lawful Good						
Level	4	Classes	Pal 4	XP	8000	Next Level	10000				
Physical	Male, 20 yrs. old, 5ft. 4in., 144 lb.			Size	Medium	Deity	Tyr				
STR	DEX	CON	INT	WIS	CHA	Speed/Run	20 ft./x4	Base Spd/Run	30 ft./x4		
14	14	13	12	15	17	Fortitude	+8	Reflex	+6	Will	+6
+2	+2	+1	+1	+2	+3						

Armor Max DEX: +3

AC	18	Touch	12	Flatfooted	16	Helpless	14	Armor	+4 (Scale Mail)
SR	0	DR		HP	31	Shield	+2 (Shield, Heavy Wooden)		
		Resist							

BAB	+4	Melee	+2	Ranged	+2	Grapple	+2	Initiative	+2
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ATTACKS

Longsword, One-Handed - Attacks: +6; Damage: 1d8+2 (Slashing); Critical: 19-20/x2 Shield, Heavy Wooden
Falchion, Masterwork, Two-Handed - Attacks: +7; Damage: 2d4+3 (Slashing); Critical: 18-20/x2 Off-hand in use.
Crossbow, Heavy, Two-Handed - Attacks: +6; Damage: 1d10 (Piercing); Critical: 19-20/x2; Range: 120 ft. Off-hand in use.
Ammo

SKILLS Check Penalties: Armor -4, Shield -2, Encumbrance -3

Appraise 0 Ranks, INT	+1	Balance 0 Ranks, DEX, Check Penalty	+2	Bluff 0 Ranks, CHA	+3	Climb 0 Ranks, STR, Check Penalty	+2
Concentration 0 Ranks, CON	+1	Diplomacy 0 Ranks, CHA	+5	Disguise 0 Ranks, CHA	+3	Escape Artist 0 Ranks, DEX, Check Penalty	+2
Forgery 0 Ranks, INT	+1	Gather Information 0 Ranks, CHA	+3	Handle Animal 7 Ranks, CHA	+10	Heal 7 Ranks, WIS	+9
Hide 0 Ranks, DEX, Check Penalty	+2	Intimidate 0 Ranks, CHA	+3	Jump 0 Ranks, STR, Check Penalty	+2	Knowledge (Nobility an) 7 Ranks, INT	+8
Listen 0 Ranks, WIS	+2	Move Silently 0 Ranks, DEX, Check Penalty	+2	Ride 7 Ranks, DEX	+11	Search 0 Ranks, INT	+1
Sense Motive 0 Ranks, WIS	+2	Spot 0 Ranks, WIS	+2	Survival 0 Ranks, WIS	+2	Swim 0 Ranks, STR, 2xCheck Pen	+2
Use Rope 0 Ranks, DEX	+2						

Languages	Common, Elven
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CONDITIONAL MODIFIERS Type Source

FEATS

Armor Proficiency (Heavy)	<i>Proficient in the wearing of all heavy armors.</i>
Armor Proficiency (Light)	<i>Proficient in the wearing of all light armors.</i>
Armor Proficiency (Medium)	<i>Proficient in the wearing of all medium armors.</i>
Mounted Combat	<i>Can make a Ride check against opponent's attack roll to avoid mount being hit once per round.</i>
Rapid Reload (Crossbow, Heavy)	<i>Reload for light or hand crossbow is free action, heavy is move action. Fire light or hand at full BAB rate.</i>
Ride-By Attack	<i>Can continue moving after a mounted charge. Do not prove attacks of opportunity.</i>
Shield Proficiency	<i>Proficient with all shields except tower shields.</i>
Simple Weapons Proficiency	<i>Proficient with simple weapons.</i>

FEATURES

Aura of Courage	<i>Immune to fear. Allies within 10ft get +4 morale bonus on saving throws against fear effects.</i>
Aura of Good	<i>A holy aura of good.</i>
Detect Evil	<i>Can detect evil at will as per the spell.</i>
Divine Grace	<i>Bonus on all saving throws equal to CHA modifier.</i>
Divine Health	<i>Immune to all diseases including supernatural and magical diseases.</i>
Lay on Hands	<i>Can heal wounds by touch or deal damage to undead.</i>
Martial Weapons Proficiency	<i>Proficient with all martial weapons.</i>
Smite Evil 1/Day	<i>Add CHA bonus and +1 damage per granting class level to melee attack against evil creature.</i>
Turn Undead	<i>Ability to turn undead.</i>

INVENTORY	Weight	Cost	Weight	Cost
2 cp	0.04 lb.		Flint and Steel	1 gp
Bolt, Crossbow x19	1.9 lb.	1 gp, 9 sp	Rations, Trail, 1 day x3	3 lb., 1 gp, 5 sp
Crossbow, Heavy	8 lb.	50 gp	Rope, Hempen (50 ft.)	10 lb., 1 gp
Falchion, Masterwork	8 lb.	375 gp		
Longsword	4 lb.	15 gp		
Sack	0.5 lb.	1 sp		
Scale Mail	30 lb.	50 gp		
Shield, Heavy Wooden	10 lb.	7 gp		
Signet Ring		5 gp		
Traveler's Outfit	5 lb.	1 gp		
Sack	15 lb.			
Flask	1.5 lb.	3 cp		

Light Load: 0 to 58 lb., Medium Load: 59 to 116 lb., Heavy Load: 117 to 175 lb.

		Max DEX	Check Penalty	Speed	Run
Weight	81.94 lb.				
Load	Medium	+3	-3	20 ft.	x4
		+1	-6	20 ft.	x3

Money	2 cp	100 Coins = 2 lb.
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ASSETS	Weight	Cost	Weight	Cost
Horse, Light		75 gp		
Horse, Light	38 lb.			
Bedroll	5 lb.	1 sp		
Saddle, Riding	25 lb.	10 gp		
Saddlebags	8 lb.	4 gp		

Assets	89 gp, 1 sp
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NOTES

BACKGROUND

Armor Spell Failure 25%

Shield Spell Failure 15%

dc = Domain & Cleric Spell, d = Domain Only

SPELLS PER DAY											
Caster Class	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Specialism/Domain
Paladin		1									

PALADIN - Level 1 Spells	
Bless	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: 50 ft., Target/Area/Effect: The caster and all allies within a 50-ft. burst, centered on the caster, Duration: 1 min./level, Saving Throw: None, Spell Resistance: Yes (harmless), Description: Allies gain +1 on attack rolls and saves against fear.</i>
Bless Water	<i>Transmutation [Good], Components: V, S, M (Cost = 25 gp), Casting Time: 1 minute, Range: Touch, Target/Area/Effect: Flask of water touched, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Makes holy water.</i>
Bless Weapon	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Weapon touched, Duration: 1 min./level, Saving Throw: None, Spell Resistance: No, Description: Weapon strikes true against evil foes.</i>
Create Water	<i>Conjuration (Creation)[Water], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Up to 2 gallons of water/level, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Creates 2 gallons/level of pure water.</i>
Cure Light Wounds	<i>Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 1d8 damage +1/level (max +5).</i>
Detect Poison	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Target or Area: One creature, one object, or a 5-ft. cube, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Detects poison in one creature or object.</i>
Detect Undead	<i>Divination, Components: V, S, M, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Reveals undead within 60 ft.</i>
Divine Favor	<i>Evocation, Components: V, S, DF, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 minute, Description: You gain +1 per three levels on attack and damage rolls.</i>
Endure Elements	<i>Abjuration, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 24 hours, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Exist comfortably in hot or cold environments.</i>
Magic Weapon	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Weapon touched, Duration: 1 min./level, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Weapon gains +1 bonus.</i>
Protection from Chaos	<i>Abjuration [Lawful], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: No; see text, Description: +2 to AC and saves, counter mind control, hed</i>
Protection from Evil	<i>Abjuration [Good], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: No; see text, Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>
Read Magic	<i>Divination, Components: V, S, F, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: Read scrolls and spellbooks.</i>
Resistance	<i>Abjuration, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 minute, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains +1 on saving throws.</i>
Restoration, Lesser	<i>Conjuration (Healing), Components: V, S, Casting Time: 3 rounds, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Dispels magical ability penalty or repairs 1d4 ability damage.</i>
Virtue	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min., Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains 1 temporary hp.</i>