

Belos

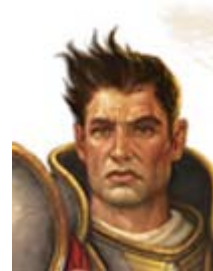
Stéphane LANTAGNE

Character Sheet (RPGX) - v. 1.1.0

CHARACTER BIO

Belos is a **32** year old, **Medium** sized, **Male Human**. Stands **6ft. 0in.** tall and weighs **218 lb.** World view is **Lawful Good** in nature. Currently a worshiper of **Mystra** ().

CHARACTER LEVEL	CLASSES and LEVELS		
4	Paladin 4		
CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
8,000	10,000	2,000	



HP TRACK	NON LETHAL	AC TRACK
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
STR	17	+3			HP POINTS 43	4d10 + 12		SPEED MOVE 20 ft.
DEX	12	+1			AC ARMOR 20	19 11 = 10 + 7 + 2 + 1 + 0 + 0 + 0		50% -3 +1
CON	17	+3				NORMAL FLAT TOUCH AC		% SPELL FAILURE ARMOR CHECK MAX DEX SPELL RESIST
INT	9	-1			FORTITUDE CON +9	= 4 + 3 + 0 + 2		BASE ATTACK +4
WIS	17	+3			REFLEX DEX +4	= 1 + 1 + 0 + 2		INITIATIVE MODIFIER +1 = 1 + 0
CHA	15	+2			WILL WIS +6	= 1 + 3 + 0 + 2		

GRAPPLE ATTACK BONUS	+7	= 4 + 3 + 0 + 0
MELEE ATTACK BONUS	+6	= 4 + 3 + 0 + -1
RANGED ATTACK BONUS	+4	= 4 + 1 + 0 + -1

SKILLS

NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
◆ Appraise (INT)	-1	=	+1	+0
◆ Balance (DEX)*	-6	=	+1	+7
◆ Bluff (CHA)	2	=	+2	+0
◆ Climb (STR)*	-4	=	+3	+7
◆ Concentration (CON)	4	=	1	+3
◆ Craft (INT)	-1	=	+1	+0
◆ Diplomacy (CHA)	6	=	2	+2
◆ Disguise (CHA)	2	=	+2	+0
◆ Escape Artist (DEX)*	-6	=	+1	+7
◆ Forgery (INT)	-1	=	+1	+0
◆ Gather Information (CHA)	2	=	+2	+0
◆ Handle Animal (CHA)	3	=	1	+2
◆ Heal (WIS)	6	=	1	+3
◆ Hide (DEX)*	-6	=	+1	+7
◆ Intimidate (CHA)	2	=	+2	+0
◆ Jump (STR)*	-10	=	+3	+13
◆ Knowledge (Nobility and Royalty) (INT)	1	=	2	+1
◆ Knowledge (Religion) (INT)	1	=	2	+1
◆ Listen (WIS)	3	=	+3	+0
◆ Move Silently (DEX)*	-6	=	+1	+7
◆ Perform (CHA)	2	=	+2	+0
◆ Profession (Cook) (WIS)	5	=	2	+3
◆ Ride (DEX)	2	=	1	+1
◆ Search (INT)	-1	=	+1	+0
◆ Sense Motive (WIS)	7	=	2	+3
◆ Spot (WIS)	3	=	+3	+0
◆ Survival (WIS)	3	=	+3	+0
◆ Swim (STR)**	-11	=	+3	+14
◆ Use Rope (DEX)	1	=	+1	+0

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL
✎ Dagger (P/S)	+6	1d4+4	19-20/x2
0 - 10 FT	11 - 20 FT	21 - 30 FT	31 - 40 FT
6	4	2	0
51 - 60 FT	61 - 70 FT	71 - 80 FT	81 - 90 FT
-4	-6	-8	-10

✎ Flail (B) & + Shield, Heavy Wooden	+6	1d8+4	x2
✎ Longsword +1 (S) & + Shield, Heavy Wooden	+7	1d8+5	19-20/x2

ATTACK MODIFIERS

Flaw - Shaky (-2 Attack Roll attack roll (ranged))

ARMOR	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED
Banded Mail +1	+7	+1	-5	35%	20 ft.

SHIELD	ARMOR BONUS	ARMOR CHECK	SPELL FAIL
Shield, Heavy Wooden	+2	-2	15%

◆ Can be used untrained * Armor Check penalty ** Armor Check x2

PALADIN SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Per Day:	—	1	—	—	—	—	—	—	—	—
Save:	—	14	—	—	—	—	—	—	—	—

1st LEVEL										
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE	
	Axiomatic Water	V, S, M	14	Yes (object)	1 minute	See text	Instantaneous	Will negates (object)	Spell Compendium 22	
	Makes lawful-aligned axiomatic water.									
	Bless	V, S, DF	14	Yes (harmless)	1 standard action	50 ft.	1 min./level	None	Player's Handbook 205	
	Allies gain +1 on attack rolls and saves against fear.									
	Bless Water	V, S, M	14	Yes (object)	1 minute	Touch	Instantaneous	Will negates (object)	System Reference Document 3.5	
	Makes holy water.									
	Bless Weapon	V, S	14	No	1 standard action	Touch	1 min./level	None	Player's Handbook 205	
	Weapon strikes true against evil foes.									
	Bless Weapon, Swift	V	14		1 swift action	Touch	1 round		Spell Compendium 31	
	Swift: Weapon strikes true against evil foes for 1 round.									
	Blessed Aim	V, S	14	No	1 standard action	50 ft.	1 minute/level	Will negates (harmless)	Spell Compendium 31	
	+2 bonus for allies' ranged attacks.									
	Clear Mind	V, S, DF	14		1 standard action	Personal	10 minutes/level		Spell Compendium 47	
	+4 on saves against mind-affecting spells and abilities.									
	Create Water	V, S	14	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 215	
	Creates 2 gallons/level of pure water.									
	Cure Light Wounds	V, S	14	Yes (harmless); see text	1 standard action	Touch	Instantaneous	Will half (harmless); see text	System Reference Document 3.5	
	Cures 1d8 damage +1/level (max +5).									
	Deafening Clang	V, S, DF	14	No	1 swift action	Touch	1 round	Fortitude partial; see text	Spell Compendium 59	
	Weapon deals sonic damage, deafens.									
	Detect Poison	V, S	14	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 219	
	Detects poison in one creature or object.									
	Detect Undead	V, S, M, DF	14	No	1 standard action	60 ft.	Duration of Lingering Aura	None	Player's Handbook 220	
	Reveals undead within 60 ft.									
	Divine Favor	V, S, DF	14		1 standard action	Personal	1 minute		Player's Handbook 224	
	You gain +1 per three levels on attack and damage rolls.									
	Divine Sacrifice	V, S	14		1 standard action	Personal	1 round/level		Spell Compendium 70	
	You sacrifice hit points to deal extra damage.									
	Endure Elements	V, S	14	Yes (harmless)	1 standard action	Touch	24 hours	Will negates (harmless)	Player's Handbook 226	
	Exist comfortably in hot or cold environments.									
	Energized Shield, Lesser	V, S, DF	14	No	1 standard action	Touch	1 round/level	None	Spell Compendium 79	
	Shield provides user resistance 5, shield bash deals +1d6 damage.									
	Faith Healing	V, S	14	Yes (harmless)	1 standard action	Touch	Instantaneous	Will half (harmless)	Spell Compendium 87	
	Cures 8 hp +1/level (max +5) to worshiper of your deity.									
	Find Temple	V, S, DF	14	No	1 standard action	10 miles + 1 mile/level	1 hour/level	None	Spell Compendium 91	
	You know direction of your deity's nearest temple.									
	Golden Barding	V, DF	14	No	1 standard action	Touch	1 hour/level	None	Spell Compendium 106	
	Your mount gets force armor.									
	Grave Strike	V, DF	14		1 swift action	Personal	1 round		Spell Compendium 107	
	You can sneak attack undead for 1 round.									
	Holy Spurs	V	14	Yes (harmless)	1 swift action	Close (25 ft. + 5 ft./2 levels)	1 round	Will negates (harmless)	Spell Compendium 115	
	Special mount's speed increases by 40 ft. for 1 round.									
	Know Greatest Enemy	V, DF	14	Yes	1 standard action	60 ft.	Concentration, up to 1 round/level	None	Spell Compendium 129	
	Determines relative power level of creatures within the area.									
	Lionheart	V, S, M	14	Yes (harmless)	1 standard action	Touch	1 round/level	Will negates (harmless)	Spell Compendium 132	
	Subject gains immunity to fear.									
	Magic Weapon	V, S, DF	14	Yes (harmless, object)	1 standard action	Touch	1 minute/level	Will negates (harmless, object)	Player's Handbook 251	
	Weapon gains +1 bonus.									
	Moment of Clarity	V, S, DF	14	No	1 standard action	Touch	Instantaneous	None	Spell Compendium 142	
	Subject gains second save against mind-affecting spell or ability.									
	One Mind, Lesser	V, S, DF	14		1 standard action	Personal	1 hour/level		Spell Compendium 149	

You gain +4 on Spot and Listen checks while mounted.									
Protection from Chaos	V, S, M, DF	14	No; see text	1 standard action	Touch	1 minute/level (D)	Will negates (harmless)	Player's Handbook	266
+2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Protection from Evil	V, S, M, DF	14	No; see text	1 standard action	Touch	1 minute/level (D)	Will negates (harmless)	Player's Handbook	266
+2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Read Magic	V, S, F	14		1 standard action	Personal	10 min./level		System Reference Document	3.5
Read scrolls and spellbooks.									
Resist Planar Alignment	V, S, DF	14	Yes (harmless)	1 standard action	Touch	10 minutes/level	Fortitude negates (harmless)	Spell Compendium	174
Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.									
Resistance	V, S, M, DF	14	Yes (harmless)	1 standard action	Touch	1 minute	Will negates (harmless)	System Reference Document	3.5
Subject gains +1 on saving throws.									
Restoration, Lesser	V, S	14	Yes (harmless)	3 rounds	Touch	Instantaneous	Will negates (harmless)	Player's Handbook	272
Dispels magical ability penalty or repairs 1d4 ability damage.									
Resurgence	V, S, DF	14	Yes (harmless)	1 standard action	Touch	Instantaneous	Will negates (harmless)	Spell Compendium	174
You grant subject a second chance at a saving throw.									
Rhino's Rush	V, S	14		1 swift action	Personal	1 round		Spell Compendium	176
Next charge deals double damage.									
Second Wind	V, S, DF	14	Yes (harmless)	1 standard action	Touch	Instantaneous and 1 hour/level; see text	Will negates (harmless)	Spell Compendium	182
Dispel fatigue, grant bonus on Constitution checks.									
Sense Heretic	V, S, DF	14	No	1 standard action	Touch	10 minutes/level (D)	None	Spell Compendium	182
Glow reveals when evil creature is near.									
Silverbeard	V, DF	14		1 standard action	Personal	1 minute/level		Spell Compendium	190
You grow a hard silver beard that gives +2 bonus to armor.									
Sticky Saddle	V, S, DF	14		1 immediate action	Personal	1 minute/level (D)		Spell Compendium	206
You become stuck to special mount, gain +10 Ride checks.									
Strategic Charge	V, DF	14		1 swift action	Personal	1 round/level		Spell Compendium	210
You gain the benefits of the Mobility feat.									
Traveler's Mount	V, S	14	Yes	1 standard action	Touch	1 hour/level	Will negates	Spell Compendium	223
Creature moves faster but can't attack.									
Virtue	V, S, DF	14	Yes (harmless)	1 standard action	Touch	1 min.	Fortitude negates (harmless)	System Reference Document	3.5
Subject gains 1 temporary hp.									
Vision of Glory	V, S, DF	14	Yes	1 standard action	Touch	1 minute or until discharged	None	Spell Compendium	231
Subject gains morale bonus equal to your Cha modifier to one saving throw.									
Warning Shout	V	14	No	1 immediate action	30 ft.	Instantaneous	None	Spell Compendium	236
Allies are no longer flat-footed.									