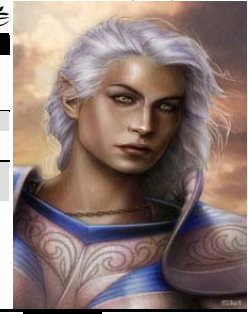


# Elena Vekno

Guy Coté

Character Sheet (RPGX) - v. 1.1.0



## CHARACTER BIO

Elena Vekno is a **32** year old, **Medium** sized, **Female Half-Elf**. Stands **5ft. 5in.** tall and weighs **140 lb.** World view is **Lawful Good** in nature. Currently a worshiper of **Tyr** ().

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	

<b>HP TRACK</b>	<b>NON LETHAL</b>	<b>AC TRACK</b>
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES			
<b>STR</b>	15	+2			<b>HP POINTS</b> 32	4d10 + 8		<b>SPEED</b> MOVE 20 ft.			
<b>DEX</b>	14	+2			<b>AC ARMOR</b> 18	18	10 = 10 + 7 + 1 + 0 + 0 + 0 + 0	45% -3 0			
<b>CON</b>	14	+2									
<b>INT</b>	13	+1			<b>FORTITUDE CON</b> +8	4	2	0	2	+2 vs. enchantment spells or effects	<b>BASE ATTACK</b> +4
<b>WIS</b>	18	+4			<b>REFLEX DEX</b> +5	1	2	0	2		<b>INITIATIVE MODIFIER</b> +6 = 2 + 4
<b>CHA</b>	15	+2			<b>WILL WIS</b> +7	1	4	0	2		

<b>GRAPPLE</b> ATTACK BONUS	+6	=	4	+	2	+	0	+	0	+	
<b>MELEE</b> ATTACK BONUS	+6	=	4	+	2	+	0	+	0	+	
<b>RANGED</b> ATTACK BONUS	+6	=	4	+	2	+	0	+	0	+	

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	
<b>Dagger</b> (P/S) & + Shield, Light Steel	+6	1d4+2	19-20/x2	
0 - 10 FT	11 - 20 FT	21 - 30 FT	31 - 40 FT	41 - 50 FT
6	4	2	0	-2
51 - 60 FT	61 - 70 FT	71 - 80 FT	81 - 90 FT	91 - 100 FT
-4	-6	-8	-10	-12
<b>Longsword +1</b> (S) & + Shield, Light Steel	+7	1d8+3	19-20/x2	
<b>Dagger</b> (P/S)	+6	1d4+2	19-20/x2	
0 - 10 FT	11 - 20 FT	21 - 30 FT	31 - 40 FT	41 - 50 FT
6	4	2	0	-2
51 - 60 FT	61 - 70 FT	71 - 80 FT	81 - 90 FT	91 - 100 FT
-4	-6	-8	-10	-12

☞ — Main hand (Primary) ♦ — Off hand (Secondary) ☞<sub>2</sub> — Two-handed ☞ — Thrown

ARMOR	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED
<b>Half-Plate</b>	+7	0	-7	40%	20 ft.

SHIELD	ARMOR BONUS	ARMOR CHECK	SPELL FAIL
<b>Shield, Light Steel</b>	+1	-1	5%

SKILLS	TOT	RNK	ABL	MSC
• Appraise (INT)	3	=	+ 1	+ 2
• Balance (DEX)*	-6	=	+ 2	- 8
• Bluff (CHA)	2	=	+ 2	+ 0
• Climb (STR)*	-6	=	+ 2	- 8
• Concentration (CON)	2	=	+ 2	+ 0
• Craft (INT)	1	=	+ 1	+ 0
• Craft (Calligraphy) (INT)	2	=	1	+ 1
• Decipher Script (INT)	4	=	1	+ 1
• Diplomacy (CHA)	4	=	+ 2	+ 2
• Disguise (CHA)	2	=	+ 2	+ 0
• Escape Artist (DEX)*	-6	=	+ 2	- 8
• Forgery (INT)	1	=	+ 1	+ 0
• Gather Information (CHA)	5	=	1	+ 2
• Handle Animal (CHA)	4	=	2	+ 2
• Heal (WIS)	7	=	1	+ 4
• Hide (DEX)*	-6	=	+ 2	- 8
• Intimidate (CHA)	2	=	+ 2	+ 0
• Jump (STR)*	-	=	2	- 14
• Knowledge (Law) (INT)	3	=	2	+ 1
• Knowledge (Nobility and Royalty) (INT)	2	=	1	+ 1
• Knowledge (Religion) (INT)	5	=	4	+ 1
• Listen (WIS)	5	=	+ 4	+ 1
• Move Silently (DEX)*	-6	=	+ 2	- 8
• Perform (CHA)	2	=	+ 2	+ 0
• Ride (DEX)	3	=	1	+ 2
• Search (INT)	2	=	+ 1	+ 1
• Sense Motive (WIS)	5	=	1	+ 4
• Spot (WIS)	5	=	+ 4	+ 1
• Survival (WIS)	4	=	+ 4	+ 0
• Swim (STR)**	-	=	1	+ 2
• Use Magic Device (CHA)	3	=	1	+ 2
• Use Rope (DEX)	2	=	+ 2	+ 0

♦ Can be used untrained \* Armor Check penalty \*\* Armor Check x2



Immune to Magic Sleep Effects - Immuned to magic sleep effects.

Low-Light Vision - Can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination.

**LANGUAGES**

Celestial, Common, Elven

**COINS** NEW COINS  
GAINED IN PLAY

344 gp	

## PALADIN SPELLS

LEVELS 0 1 2 3 4 5 6 7 8 9

Per Day: — 1 — — — — — — —

Save: — 15 — — — — — — —

1st LEVEL									
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>Axiomatic Water</b>	V, S, M	15	Yes (object)	1 minute	See text	Instantaneous	Will negate (object)	Spell Compendium 22
	Makes lawful-aligned axiomatic water.								
	<b>Bless</b>	V, S, DF	15	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.								
	<b>Bless Water</b>	V, S, M	15	Yes (object)	1 minute	Touch	Instantaneous	Will negate (object)	System Reference Document 3.5
	Makes holy water.								
	<b>Bless Weapon</b>	V, S	15	No	1 standard action	Touch	1 min./level	None	Player's Handbook 205
	Weapon strikes true against evil foes.								
	<b>Bless Weapon, Swift</b>	V	15		1 swift action	Touch	1 round		Spell Compendium 31
	Swift: Weapon strikes true against evil foes for 1 round.								
	<b>Blessed Aim</b>	V, S	15	No	1 standard action	50 ft.	1 minute/level	Will negate (harmless)	Spell Compendium 31
	+2 bonus for allies' ranged attacks.								
	<b>Clear Mind</b>	V, S, DF	15		1 standard action	Personal	10 minutes/level		Spell Compendium 47
	+4 on saves against mind-affecting spells and abilities.								
	<b>Create Water</b>	V, S	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 215
	Creates 2 gallons/level of pure water.								
	<b>Cure Light Wounds</b>	V, S	15	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).								
	<b>Deafening Clang</b>	V, S, DF	15	No	1 swift action	Touch	1 round	Fortitude partial; see text	Spell Compendium 59
	Weapon deals sonic damage, deafens.								
	<b>Detect Poison</b>	V, S	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 219
	Detects poison in one creature or object.								
	<b>Detect Undead</b>	V, S, M, DF	15	No	1 standard action	60 ft.	Duration of Lingering Aura	None	Player's Handbook 220
	Reveals undead within 60 ft.								
	<b>Divine Favor</b>	V, S, DF	15		1 standard action	Personal	1 minute		Player's Handbook 224
	You gain +1 per three levels on attack and damage rolls.								
	<b>Divine Sacrifice</b>	V, S	15		1 standard action	Personal	1 round/level		Spell Compendium 70
	You sacrifice hit points to deal extra damage.								
	<b>Endure Elements</b>	V, S	15	Yes (harmless)	1 standard action	Touch	24 hours	Will negate (harmless)	Player's Handbook 226
	Exist comfortably in hot or cold environments.								
	<b>Energized Shield, Lesser</b>	V, S, DF	15	No	1 standard action	Touch	1 round/level	None	Spell Compendium 79
	Shield provides user resistance 5, shield bash deals +1d6 damage.								
	<b>Faith Healing</b>	V, S	15	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.								
	<b>Find Temple</b>	V, S, DF	15	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.								
	<b>Golden Barding</b>	V, DF	15	No	1 standard action	Touch	1 hour/level	None	Spell Compendium 106
	Your mount gets force armor.								
	<b>Grave Strike</b>	V, DF	15		1 swift action	Personal	1 round		Spell Compendium 107
	You can sneak attack undead for 1 round.								
	<b>Holy Spurs</b>	V	15	Yes (harmless)	1 swift action	Close (25 ft. + 5 ft./2 levels)	1 round	Will negate (harmless)	Spell Compendium 115
	Special mount's speed increases by 40 ft. for 1 round.								
	<b>Know Greatest Enemy</b>	V, DF	15	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.								
	<b>Lionheart</b>	V, S, M	15	Yes (harmless)	1 standard action	Touch	1 round/level	Will negate (harmless)	Spell Compendium 132
	Subject gains immunity to fear.								
	<b>Magic Weapon</b>	V, S, DF	15	Yes (harmless, object)	1 standard action	Touch	1 minute/level	Will negate (harmless, object)	Player's Handbook 251
	Weapon gains +1 bonus.								
	<b>Moment of Clarity</b>	V, S, DF	15	No	1 standard action	Touch	Instantaneous	None	Spell Compendium 142
	Subject gains second save against mind-affecting spell or ability.								

<b>One Mind, Lesser</b>	V, S, DF	15		1 standard action	Personal	1 hour/level		Spell Compendium 149
You gain +4 on Spot and Listen checks while mounted.								
<b>Protection from Chaos</b>	V, S, M, DF	15	No; see text	1 standard action	Touch	1 minute/level (D)	Will negate (harmless)	Player's Handbook 266
+2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
<b>Protection from Evil</b>	V, S, M, DF	15	No; see text	1 standard action	Touch	1 minute/level (D)	Will negate (harmless)	Player's Handbook 266
+2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
<b>Read Magic</b>	V, S, F	15		1 standard action	Personal	10 min./level		System Reference Document 3.5
Read scrolls and spellbooks.								
<b>Resist Planar Alignment</b>	V, S, DF	15	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.								
<b>Resistance</b>	V, S, M, DF	15	Yes (harmless)	1 standard action	Touch	1 minute	Will negate (harmless)	System Reference Document 3.5
Subject gains +1 on saving throws.								
<b>Restoration, Lesser</b>	V, S	15	Yes (harmless)	3 rounds	Touch	Instantaneous	Will negate (harmless)	Player's Handbook 272
Dispels magical ability penalty or repairs 1d4 ability damage.								
<b>Resurgence</b>	V, S, DF	15	Yes (harmless)	1 standard action	Touch	Instantaneous	Will negate (harmless)	Spell Compendium 174
You grant subject a second chance at a saving throw.								
<b>Rhino's Rush</b>	V, S	15		1 swift action	Personal	1 round		Spell Compendium 176
Next charge deals double damage.								
<b>Second Wind</b>	V, S, DF	15	Yes (harmless)	1 standard action	Touch	Instantaneous and 1 hour/level; see text	Will negate (harmless)	Spell Compendium 182
Dispel fatigue, grant bonus on Constitution checks.								
<b>Sense Heretic</b>	V, S, DF	15	No	1 standard action	Touch	10 minutes/level (D)	None	Spell Compendium 182
Glow reveals when evil creature is near.								
<b>Silverbeard</b>	V, DF	15		1 standard action	Personal	1 minute/level		Spell Compendium 190
You grow a hard silver beard that gives +2 bonus to armor.								
<b>Sticky Saddle</b>	V, S, DF	15		1 immediate action	Personal	1 minute/level (D)		Spell Compendium 206
You become stuck to special mount, gain +10 Ride checks.								
<b>Strategic Charge</b>	V, DF	15		1 swift action	Personal	1 round/level		Spell Compendium 210
You gain the benefits of the Mobility feat.								
<b>Traveler's Mount</b>	V, S	15	Yes	1 standard action	Touch	1 hour/level	Will negate	Spell Compendium 223
Creature moves faster but can't attack.								
<b>Virtue</b>	V, S, DF	15	Yes (harmless)	1 standard action	Touch	1 min.	Fortitude negates (harmless)	System Reference Document 3.5
Subject gains 1 temporary hp.								
<b>Vision of Glory</b>	V, S, DF	15	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.								
<b>Warning Shout</b>	V	15	No	1 immediate action	30 ft.	Instantaneous	None	Spell Compendium 236
Allies are no longer flat-footed.								