

Constantious

NAME Pld3	3704	PLAYERNAME Elf	Medium	DEITY 0' 0"	0 lbs.	Lawful Good
CLASS 3	EXPERIENCE 6000	RACE 0	SIZE Male	HEIGHT WEIGHT	VISION -1	ALIGNMENT
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	15	+2	15	+2	15	+2

HP hit points	28	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 20 ft.	
AC armor class	19	18	11	10	6	2	1	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL

INITIATIVE modifier	+3	+3	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+3	+1	+0	+2	+0		
REFLEX (dexterity)	+6	+1	+3	+0	+2	+0		
WILL (wisdom)	+5	+1	+2	+0	+2	+0		

MELEE attack bonus	+6	+3	+3	+0	+0	+0	
RANGED attack bonus	+6	+3	+3	+0	+0	+0	
GRAPPLE attack bonus	+6	+3	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+3	20/x2

Flail, Heavy		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	B	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	N/A	N/A	N/A	N/A	
1H-O	N/A	N/A	N/A	N/A	
2H	+6	1d10+4	2W-OH	N/A	N/A

Dagger		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d4+3	2W-P-(OH)	+0	1d4+3
1H-O	+2	1d4+1	2W-P-(OL)	+2	1d4+3
2H	+6	1d4+3	2W-OH	-2	1d4+1
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
To Hit	+6	+4	+2	+0	-2
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3

Longbow (Composite/+1)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	20/x3
To Hit	Dam	To Hit	Dam		
30 ft.	+6	110 ft.	+6	220 ft.	+4
	1d8+1		1d8+1	330 ft.	+2
			1d8+1	440 ft.	+0

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Banded Mail	Heavy	+6	+1	-6	35
*Shield, Heavy	Heavy	+2		-2	15

LAY ON HANDS
HP per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+	
✓ Balance	DEX	-5	= 3	+	-8	
✓ Bluff	CHA	2	= 2	+	+	
✓ Climb	STR	-5	= 3	+	-8	
✓ Concentration	CON	3	= 1	+	2.0	+
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	5	= 2	+	3.0	+
✓ Disguise	CHA	2	= 2	+	+	
✓ Escape Artist	DEX	-5	= 3	+	-8	
✓ Forgery	INT	2	= 2	+	+	
✓ Gather Information	CHA	2	= 2	+	+	
Handle Animal	CHA	3	= 2	+	1.0	+
✓ Heal	WIS	8	= 2	+	6.0	+
✓ Hide	DEX	-5	= 3	+	-8	
✓ Intimidate	CHA	2	= 2	+	+	
✓ Jump	STR	-11	= 3	+	-14	
Knowledge (Nobility and Royalty)	INT	4	= 2	+	2.0	+
Knowledge (Religion)	INT	5	= 2	+	3.0	+
✓ Listen	WIS	4	= 2	+	+	2
✓ Move Silently	DEX	-5	= 3	+	-8	
Profession (Hunter)	WIS	3	= 2	+	1.0	+
✓ Ride	DEX	7	= 3	+	4.0	+
✓ Search	INT	4	= 2	+	+	2
✓ Sense Motive	WIS	4	= 2	+	2.0	+
✓ Spot	WIS	4	= 2	+	+	2
✓ Survival	WIS	2	= 2	+	+	
✓ Swim	STR	-13	= 3	+	-16	
✓ Use Rope	DEX	3	= 3	+	+	

✓: can be used untrained. X: exclusive skills

*Longsword +1		CURRENT HAND		TYPE	SIZE	CRITICAL
		Primary		S	M	19-20/x2
	To Hit	Dam		To Hit	Dam	
1H-P	+8	1d8+4	2W-P-(OH)	+2	1d8+4	
1H-O	+4	1d8+2	2W-P-(OL)	+4	1d8+4	
2H	+8	1d8+5	2W-OH	-2	1d8+2	
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (20)	Carried	1	3.0	1.0	
☐					
Flail, Heavy	Carried	1	10.0	15.0	
Backpack	Carried	1	2.0	2.0	
15 lbs., 1 Torch, 1 Flint and Steel, 1 Healer's Kit, 2 Oil (1 Pt. Flask), 1 Noble's Outfit, 1 Whetstone, 1 Chalk (1 piece)					
Banded Mail	Equipped	1	35.0	250.0	
Chalk (1 piece)	Backpack	1	0.0	0.01	
Dagger	Carried	1	1.0	2.0	
Flint and Steel	Backpack	1	0.0	1.0	
Healer's Kit	Backpack	1	1.0	50.0	
☐					
Longbow (Composite/+1)	Carried	1	3.0	200.0	
0 lbs. STR bonus to damage					
Longsword +1	Equipped	1	4.0	2315.0	
Oil (1 Pt. Flask)	Backpack	2	1.0	0.1 (0.2)	
☐☐					
Noble's Outfit	Backpack	1	10.0	0.0	
Shield, Heavy	Equipped	1	15.0	20.0	
Torch	Backpack	1	1.0	0.01	
☐					
Whetstone	Backpack	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			88 lbs.	2856.24 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Aura of Courage (Su)
Aura of Good (Ex)
Divine Grace (Su)
Divine Health (Ex)
Immunity to magic sleep effects.
Lay on Hands (Su) 6 hp/day
Smite Evil (Su) 1/day

FEATS	
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

Paladin Innate Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil	13	None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3			
* =Domain/Speciality Spell										

Paladin Innate Spells

At Will Detect Evil (DC:13)

Notes:

Character Sheet Notes: