Jenny Wetteland Felicia Yellowhat Gnome Small Female 3'1" 32 RACE & L SIZE GENDE HEIGH. WEIGHT Sipplerose, Varisia (ISWG-194) Iomedae (ISG-76) 40 Lawful Good Common, Gnome Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 3 -2 2 17 17 **STR** 76 10 Paladin 6 12 5 2 5 6 2 3 16 14 DEX 4 18 2 CON 16 NONLETHAL HP DAM INT 11 0 11 14 2 14 WIS 6 12 0 5 2 5 TOTAL HP 76 Paladin **TOTALS** 6 22 6 2 2 18 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE 8 ⋆□ ACROBATICS ◆ DE) 3 3 ATTACKS & DEFENSE ★□ APPRAISE INT 0 0 BLUFF CHA 6 6 28 AC 11 3 *□ CLIMB =10+ STR 3 3 CRAFT: INT 0 14 3 1 MAXIMUM **TOUCH** =10+ DIPLOMACY CHA 15 6 3 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 25 3 11 0 1 0% LAT-FOOT **-10**+ FAILURE Disguise CHA 6 6 ★□ ESCAPE ARTIST ◆ DEX 3 3 Second Attack +1 BAB *□ FLY • DEX 3 VING THROWS ABILITY ✓ HANDLE ANIMAL CHA 6 9 5 4 **FORT** HEAL WIS 2 3 6 5 2 3 INTIMIDATE СНА REF 6 6 ☑ KN: nobility INT 4 0 3 2 WILL 5 ☑ KN: religion INT 4 0 3 ☐ Kn: INT 0 BASE ATTACK BONUS ☐ KN: INT 0 MELEE 10 3 1 6 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 10 6 3 1 ■ LINGUISTICS INT 0 WIS 4 2 2 **CMB** 13 6 CHA 6 1 PERFORM: СНА 6 6 ✓ PROF: 6 WIS 2 CMD 23 **B6B** 0 10+ RIDE + DEX 3 SENSE MOTIVE 2 3 6 **FEATS & FEATURES** ☐ SLEIGHT OF HAND 4 DEX 3 ✓ SPELLCRAFT INT 0 Race: Gnome (CRB-23) Improved Initiative +4 ⋆□ STEALTH ◆ DEX 3 3 ⊹□ SURVIVAL WIS 2 2 Low-Light Vision Power Attack -1 attack for +2 damage ÷□ Swiм • 3 3 Defensive Training: +4 dodge AC vs giants Cleave - make add'l attack if first hits ☐ USE MAGIC DEVICE СНА 6 STR Gnome Magic: +1 CD save on illusions Greater Cleave - continue to attack until you miss STR 4 spell-like daily abilities - listed with spells STR STR Racial Hatred +1 attack vs goblins & reptilians STR Illusion Resistance: +2 save vs illusions STR Keen Senses: +2 perception Obsessive: +2 craft or profession skill Divine Bond: Sword can shine light lvl min/day and is +1 (1/day) EXPERIENCE 23,000 35,000 Class: Paladin (CRB-60) HD: d10, skills: 2+Int Mod Channel Positive Energy: Use 2 lay hands to turn undead BASE 20 **SPEED** 20 Aura of Good: Paladin casts Aura of Good Mercy: lay on hands heals fatigued and diseased conditions MISC 4 Detect Evil: (at will, as spell) (CRB-266) Divine Health: Immune to all magical and normal disease INIT Smite Evil (2/day) attack evil foe, +Cha Mod attack Aura of Courage: Immune to Fear, allies w/in 10' +4 save **HERO** - & +lvl damage & +Cha Mod to AC vs foe Lay on Hands - (IvI/2+ChaMod =8/day) heal IvI/2=3d6 hp SR DR 5/magic Divine Grace - +Cha Mod to all saves Lay on Hands - damage undead lvl/2=3d6 hp **RESISTANCES** fear, disease, fatigue **POOL POINTS** Lion's Shield +2 3 Plate Mail of Invulnerability +2 11 WEAPON NAME & DESCRIPTION ATTACK MODIFIERS CRITICAL AMMO & NOTES WEIGHT Ongpakob's Short Sword of Elemental Smoke +10+2 1d6+3+2d6 fire 19-20/×2 Ρ 2.0

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			Gnome Magic: following four spells (1/day), DC = 10+Spell lvI+Cha Mod											
0			Dancing Lights - Creates torches or other lights.	evocatio		medium	none		CRB-263					
0			Ghost Sound - Creates illusory sounds.	illusion 1 rnd/lvl universal 1 hr		/I close 10'	will	_	CRB-289					
1			Prestidigitation - Performs minor magic tricks Speak with Animals - You can communicate with animals.	divinatio			- none		CRB-325 CRB-346					
'			Speak with Animais - You can communicate with animals.	uiviiiatio	1 111111/1	n personal	none	no	CRB-340					
1			Bless - Allies gain +1 on attack rolls and saves against fear.	enchantm	nent 1 min/l	/l 50'	none	Ves	CRB-249					
1			Bless Water - Makes holy water, deals 2d4 dam to undead + splash	transmutat			will	+	CRB-249					
1			Create Water - Creates 2 gallons/level of pure water.	conjuration			none	-	CRB-262					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	conjuration		t touch	will	yes	CRB-263					
1			Divine Favor - You gain +1 per three levels on attack and damage rolls. PRG:CRB	mage rolls. PRG:CRB evocation			none	no	CRB-273					
1			Know the Enemy - Gain +10 on a monster Knowledge check.	divinatio	n instan	t personal	none	no	UM-226					
1			Empower Holy Water - holy water deals add'l +lvl damage to undead creatures.	lamage to undead creatures. transmuta			none	no	USH-					
1			Protection from Chaos/Evil -+2 to AC and saves, plus additional protection against selected alignment.	abjuratio	on 1 min/l	/l touch	will	no	CRB-327					
1			Read Magic - Read scrolls and spellbooks.	divinatio	on 10 min/	vl personal	none	no	CRB-330					
1			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	conjuration	on instan	t touch	will	yes	CRB-334					
1			Sanctify Corpse - Prevent a corpse from becoming an undead.	evocatio	on 24 hrs	touch	none	no	UM-236					