

# Bartolomei diAran

NAME  
Ftr1 Pal5 15001  
CLASS EXPERIENCE  
6 21000  
Character Level NEXT LEVEL

# Jenny

PLAYERNAME  
Human Medium 6' 4" 190 lbs.  
RACE SIZE HEIGHT WEIGHT  
19 Male Blue Blonde, Neat  
AGE GENDER HAIR

# Lawful Good

ALIGNMENT  
Normal  
VISION  
103  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	10	+0	10	+0	10	+0
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	14	+2	16	+3	16	+3
<b>APP</b> Appearance	15	+2	15	+2	15	+2

**HP** hit points: 54

**AC** armor class: 18

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 20'

INITIATIVE: +0

BASE ATTACK bonus: +6/+1

ARCANE SPELL FAILURE: 35

ARMOR CHECK PENALTY: -6

SPELL RESIST: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+6	+2	+0	+3	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+0	+0	+3	+0		
<b>WILL</b> (wisdom)	+4	+1	+0	+0	+3	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+6/+1	+4	+0	+1	+0	
<b>RANGED</b> attack bonus	+7/+2	+6/+1	+0	+0	+1	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	+6/+1	+4	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+4	20/x2

*Greatsword (MAGIC/Flaming/+1)		CURRENT HAND	TYPE	SIZE	CRITICAL
(Weapon)		Both	S	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	N/A	N/A	N/A		
1H-O	N/A	N/A	N/A		
2H	+11/+6	2d6+6	2W-OH	N/A	N/A
Special Properties		Steel, Flaming			

\*: 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
*Full Plate	Heavy	+8	+1	-6	35
	Steel				

LAY ON HANDS	
HP per day	□□□□□ □□□□□ □□□□□

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	-6	= 0	+	+ -6
✓ Bluff	CHA	3	= 3	+	+
✓ Climb	STR	-2	= 4	+	+ -6
✓ Concentration	CON	2	= 2	+	+
✓ Control Shape	WIS	0	= 0	+	+
✓ Diplomacy	CHA	3	= 3	+	+
✓ Disguise	CHA	3	= 3	+	+
✓ Escape Artist	DEX	-6	= 0	+	+ -6
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	-6	= 0	+	+ -6
✓ Intimidate	CHA	3	= 3	+	+
✓ Jump	STR	-8	= 4	+	+ -12
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	-6	= 0	+	+ -6
✓ Ride	DEX	-11	= 0	+	+ -11
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	0	= 0	+	+
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	-8	= 4	+	+ -12
✓ Use Rope	DEX	0	= 0	+	+

✓ : can be used untrained. X : exclusive skills

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	-2	Turn level	2
1 - 3	-1	Turn damage	2d6 +5
4 - 6	0	You destroy Undead creatures with total hit dice up to 1.	
7 - 9	1		
10 - 12	2		
13 - 15	3		
16 - 18	4		
19 - 21	5		
22+	6		
TURN/DAY	□□□□□ □		

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
<b>Brute Gauntlets (+2 Str 3x/day)</b> <small>(Gauntlets (Masterwork), Masterwork)</small>	Equipped	1	0.01	95.0
<b>Cloak of Charisma +2</b> <small>When in a characters possession, it adds a +2 enhancement bonus to her Charisma score</small>	Equipped	1	2.0	4000.0
<b>Full Plate</b> <small>Steel</small>	Equipped	1	50.0	1500.0
<b>Greatsword (MAGIC/Flaming/+1 (Weapon))</b> <small>Steel, Flaming</small>	Equipped	1	8.0	8050.0
<b>Outfit (Explorer's)</b>	Equipped	1	8.0	0.0
<b>Restful Crystal</b> <small>(Art (MAGIC))</small>	Equipped	1	0.01	500.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			60.02 lbs.	14145.0 gp

## WEIGHT ALLOWANCE

Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

## SPECIAL ABILITIES

Aura of Courage (Su) ~ Immune to fear, allies within 10' gain +4 morale bonus on saves vs. fear
Aura of Good (Ex)
Code of Conduct
Detect Evil (Sp) ~ at will
Divine Grace (Su)
Divine Health (Ex) ~ Immune to all diseases (including supernatural and magical)
Lay on Hands (Su) ~ 15 hp/day
Smite Evil (Su) +5 damage, 2/day
Special Mount (Ex)
Turn Undead (Su) ~ 6/day (Turn Level 2 ~ Turn Damage 2d6+5)

## FEATS

Force of Personality	You have cultivated an unshakable belief in your self worth. Your sense of self and purpose are so strong that they bolster your willpower.
Power Attack	You can make exceptionally powerful melee attacks
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Tower Shield Proficiency	You are proficient with tower shields

## PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Hammer (Lucerne), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Maul, Maul (Martial), Morningstar, Pick (Dire/Martial), Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer, Warmace (Martial)
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## LANGUAGES

Common, Literacy
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# Bartolomei diAran



Human  
RACE  
19  
AGE  
Male  
GENDER  
Normal  
VISION  
Lawful Good  
ALIGNMENT  
Right  
DOMINANT HAND  
6' 4"  
HEIGHT  
190 lbs.  
WEIGHT  
Blue  
EYE COLOUR  
Tanned  
SKIN COLOUR  
Blonde, Neat  
HAIR  
  
PHOBIAS  
,  
PERSONALITY TRAITS  
  
INTERESTS  
,  
SPOKEN STYLE  
Hilhaven  
RESIDENCE  
  
LOCATION  
None  
REGION

## Description:

## Biography:

Bartolomei diAran comes from an old and noble family. Unfortunately he's the youngest son of the youngest son of the ruling lord/count/baron, so there isn't an inch of land available for him. His mother is dead. His father is a high-living scoundrel (when he can afford it) who spends most of his time trying to weasel his way back into the good graces of the family matriarch/patriarch in order to get more money.

Bartolomei was given to the church of Heironeous during one of these fits of weaseling. Fortunately the boy was delighted; he'd never met a chivalric tales he didn't like. Today he appears to be the quintessential paladin. He's blonde, blue-eyed, handsome, aristocratic, and courteous to a fault. A cheerful young man who thinks the highest joy in life is to gallivant about the countryside slaying monsters, rescuing damsels in distress, and fetching stray kittens down from trees.

Privately some of his teachers express doubts. They wish he'd rescue the occasional "dude in distress" rather than being \*quite\* so fixated on the opposite sex. They worry that he's too trusting and that his grasp of heraldry far surpasses his understanding of theology. Also, the ability to cast a cure light would be nice. Bartolomei disagrees. Who needs boo-boo-kissing prayers? Better to spend your time mastering sword-play! A dead enemy can't harm you! A good offense is the best defense! This is why Heironeous gives his faithful the ability to lay on hands: so they don't have to ruin their eyesight reading boring books of prayers. Glorious deeds, valiant combat, and grateful maidens are the things that nourish a paladin's soul, not droning sermons and musty old tomes.

## Notes:

Character Sheet Notes: