

# Toren Althrop

NAME  
 Pld2 2102  
 CLASS EXPERIENCE

# DeAnna

PLAYERNAME  
 Human Medium  
 RACE SIZE

# Valera

DEITY  
 6' 2" 208 lbs.  
 HEIGHT WEIGHT

# Lawful Good

ALIGNMENT  
 VISION

2 5000  
 Character Level NEXT LEVEL

21 Male  
 AGE GENDER

Green Blonde,  
 EYES HAIR  
 Shoulder-length

27  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	13	+1	13	+1	13	+1
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0
<b>CHA</b> Charisma	17	+3	17	+3	17	+3

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
20 hit points				Walk 20 ft.
<b>AC</b> armor class	18	17	11	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				MISC
				MISC CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

<b>INITIATIVE</b> modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8	+3	+2	+0	+3	+0		
<b>REFLEX</b> (dexterity)	+4	+0	+1	+0	+3	+0		
<b>WILL</b> (wisdom)	+6	+3	+0	+0	+3	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+2	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+3	+2	+1	+0	+0	+0	
<b>CMB</b> attack bonus	+5	+2	+3	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>Offense</b>	+5	+5	+5	+5	+5	+5
<b>Defense</b>	16	16	16	16	16	16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+3	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+5	1d4+3		2W-P-(OH)	-1	1d4+3
1H-O	+1	1d4+1		2W-P-(OL)	+1	1d4+3
2H	+5	1d4+3		2W-OH	-3	1d4+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3	
<b>Special Properties</b>						

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+6	1d8+3		2W-P-(OH)	+0	1d8+3
1H-O	+2	1d8+1		2W-P-(OL)	+2	1d8+3
2H	+6	1d8+4		2W-OH	-4	1d8+1
<b>Special Properties</b>						

*Shieldbash (Heavy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+5	1d4+3		2W-P-(OH)	-1	1d4+3
1H-O	+1	1d4+1		2W-P-(OL)	+1	1d4+3
2H	+5	1d4+4		2W-OH	-5	1d4+1
<b>Special Properties</b> Shieldbash attacks are considered to be offhanded attacks						

\*: 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
*Scale Mail		Medium	+5	+3	-4	25
*Shield, Heavy Steel		Heavy	+2		-2	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		2/2
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	-5	= 1	+ +	-6
✓ Appraise	INT	1	= 1	+ +	
✓ Bluff	CHA	3	= 3	+ +	
✓ Climb	STR	-3	= 3	+ +	-6
✓ Craft (Untrained)	INT	1	= 1	+ +	
✓ Diplomacy	CHA	8	= 3 + 2.0	+ 3	
✓ Disguise	CHA	3	= 3	+ +	
✓ Escape Artist	DEX	-5	= 1	+ +	-6
✓ Fly	DEX	-5	= 1	+ +	-6
✓ Heal	WIS	0	= 0	+ +	
✓ Intimidate	CHA	5	= 3 + 2.0	+ +	
Knowledge (Religion)	INT	6	= 1 + 2.0	+ 3	
✓ Perception	WIS	0	= 0	+ +	
✓ Perform (Untrained)	CHA	3	= 3	+ +	
✓ Ride	DEX	1	= 1 + 2.0	+ -2	
✓ Sense Motive	WIS	5	= 0 + 2.0	+ 3	
✓ Stealth	DEX	-5	= 1	+ +	-6
✓ Survival	WIS	0	= 0	+ +	
✓ Swim	STR	-3	= 3	+ +	-6
			= +	+ +	
			= +	+ +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Adventurer's Kit (Standard) 0 lbs. Backpack, Bedroll, Belt Pouch, Flint & Steel, Hooded Lantern with three pints of Oil, Trail Rations for seven days, Sack, and Waterskin	Horse (Light)	1	24.0	16.0
Bit and Bridle	Horse (Light)	1	1.0	2.0
Dagger	Carried	1	1.0	2.0
Holy Symbol (Wooden)	Equipped	1	0.0	1.0
Horse (Light) 50 lbs., 1 Adventurer's Kit (Standard), 1 Bit and Bridle, 1 Saddle (Riding)		1	0.0	75.0
Longsword	Equipped	1	4.0	15.0
Traveler's Outfit	Equipped	1	5.0	0.0
<b>Potion of Shield of Faith +2</b> +2 deflection bonus to AC for 1 minutes ☐	Equipped	1	0.0	50.0
Saddle (Riding)	Horse (Light)	1	25.0	10.0
Scale Mail	Equipped	1	30.0	50.0
Shield, Heavy Steel	Equipped	1	15.0	20.0
Shieldbash (Heavy) Shieldbash attacks are considered to be offhanded attacks	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			50 lbs.	241.0 gp

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

Traits	
<b>Pioneer (Ride)</b>	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]
Pioneer	
<b>Sacred Touch</b>	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.5]
You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer.	

Special Attacks	
<b>Smite Evil (Su)</b>	[Paizo Publishing - Core Rulebook, p.60]
You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +2 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +4. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	

Special Qualities	
<b>Aura of Good (Ex)</b>	[Paizo Publishing - Core Rulebook]
You project a moderate good aura.	
<b>Bonus Feat</b>	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
<b>Detect Evil (Sp)</b>	[Paizo Publishing - Core Rulebook, p.60]
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.	
<b>Lay on Hands (Su)</b>	[Paizo Publishing - Core Rulebook, p.61]
You can heal wounds (your own or those of others) by touch. Each day you can use this ability 4 times per day. With one use of this ability, you can heal 1d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage.	
<b>Skilled</b>	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	

Feats	
<b>Power Attack</b>	[Paizo Publishing - Core Rulebook, p.131]
You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
<b>Weapon Focus (Longsword)</b>	[Paizo Publishing - Core Rulebook, p.136]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Armor Proficiency, Heavy</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Light</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Medium</b>	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Martial Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
<b>Shield Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Three-Section Staff, Tonfa, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Canthelese, Common, Rothan

TEMPLATES

## Class Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil		None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i>										
You can sense the presence of evil.										
							<i>Target:</i> Cone-shaped emanation	<i>Caster Level:</i> 2		
* =Domain/Specialty Spell										

## Class Spell-like Abilities

At Will Detect Evil (DC:)