

# The Quintessential Paladin



CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 CHARACTER CONCEPT \_\_\_\_\_  
 SUBRACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DEITY / RELIGION \_\_\_\_\_  
 PLACE OF ORIGIN \_\_\_\_\_ FIGHTING STYLE \_\_\_\_\_

## ABILITY SCORES

	TEMP		TEMP	
	SCORE	MODIFIER	SCORE	MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

## HIT POINTS

SUB	
DMG	
HIT	
DIE	
FAITH	
POINTS	
DAMAGE	
REDUCTION	

## ARMOUR

○ = 10 +

CLASS

ARMOUR WORN	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

SAVING  
THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT  
BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

AC WHEN FLAT FOOTED  
 AC VERSUS TOUCH ATTACKS  
 MISS CHANCE  
 MAX DEX BONUS  
 ARMOUR CHECK PENALTY  
 ARCANE SPELL FAILURE  
 SPELL RESISTANCE

## WEAPON AND ARMOUR PROFICIENCIES

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## WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
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NOTES								

CROSS CLASS ABILITY KEY MODIFIERS  
 MAX RANKS = LVL +3 (2) TOTAL ABILITY RANKS MISC

ALCHEMY	Y / N	INT					
ANIMAL EMPATHY	Y / N	CHA					
APPRAISE ✓	Y / N	INT					
BALANCE ✓	Y / N	DEX *					
BLUFF ✓	Y / N	CHA					
CLIMB ✓	Y / N	STR *					
CONCENTRATION ✓	Y / N	CON					
CRAFT ✓ ( )	Y / N	INT					
CRAFT ✓ ( )	Y / N	INT					
CRAFT ✓ ( )	Y / N	INT					
DECIPHER SCRIPT	Y / N	INT					
DIPLOMACY ✓	Y / N	CHA					
DISABLE DEVICE	Y / N	INT					
DISGUISE ✓	Y / N	CHA					
ESCAPE ARTIST ✓	Y / N	DEX *					
FORGERY ✓	Y / N	INT					
GATHER INFORMATION ✓	Y / N	CHA					
HANDLE ANIMAL	Y / N	CHA					
HEAL ✓	Y / N	WIS					
HIDE ✓	Y / N	DEX *					
INNUENDO	Y / N	WIS					
INTIMIDATE ✓	Y / N	CHA					
INTUIT DIRECTION	Y / N	WIS					
JUMP ✓	Y / N	STR *					
KNOWLEDGE ( )	Y / N	INT					
KNOWLEDGE ( )	Y / N	INT					
KNOWLEDGE ( )	Y / N	INT					
KNOWLEDGE ( )	Y / N	INT					
KNOWLEDGE ( )	Y / N	INT					
LISTEN ✓	Y / N	WIS					
MOVE SILENTLY	Y / N	DEX *					
OPEN LOCK	Y / N	DEX					
PERFORM ( )	Y / N	CHA					
PICK POCKET	Y / N	DEX *					
PROFESSION ( )	Y / N	WIS					
READ LIPS	Y / N	INT					
RIDE ✓	Y / N	DEX					
SCRY ✓	Y / N	INT					
SEARCH ✓	Y / N	INT					
SENSE MOTIVE ✓	Y / N	WIS					
SPELLCRAFT	Y / N	INT					
SPOT ✓	Y / N	WIS					
SWIM ✓	Y / N	STR ★					
TUMBLE	Y / N	DEX *					
USE MAGIC DEVIC	Y / N	CHA					
USE ROPE ✓	Y / N	DEX					
WILDERNESS LORE ✓	Y / N	WIS					
	Y / N						

✓ CAN BE USED WITH 0 RANKS. \* ARMOUR CHECK PENALTY APPLIES. ★ 1 PER 5 LBS OF EQUIPMENT

## EQUIPMENT

## FEATS

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

NAME	EFFECT

### CLASS/RACIAL ABILITIES

ABILITY	EFFECT

### MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

  

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

### MONEY & GEMS

CP -

SP -

GP -

PP -

GEMS -

LIFT OVER HEAD  
= MAX LOAD

LIFT OFF GROUND  
= 2 X MAX LOAD

PUSH OR DRAG  
= 5 X MAX LOAD

### LANGUAGES

### EXPERIENCE

TOTAL EXPERIENCE
XPS NEEDED FOR NEXT LEVEL

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HEAL RATE PER DAY

TURN RATE PER DAY =

3 + CHA MODIFIER

### SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

### MAGIC ITEMS

### BONDED WEAPON / RELIC / CUSTOS

Name	Bonus Hardness	Enhancement Bonus	Int	Wis	Cha	Special Ability

### SPECIAL MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

### HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

CODE OF HONOUR

PERSONALITY AND CHARACTER

CODE:  
  
TENETS:

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS														
TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES