

Danae Waterford

CHARACTER NAME

Paladin 5

CLASS

5 / 5

Character Level / CR

10470 / 15000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14	16	+3		
DEX Dexterity	14		+2		
CON Constitution	10		+0		
INT Intelligence	10		+0		
WIS Wisdom	14		+2		
CHA Charisma	18	22	+6		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+12	+4	+0	+2	+6	+0		
REFLEX (dexterity)	+11	+1	+2	+2	+6	+0		
WILL (wisdom)	+11	+1	+2	+2	+6	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	+5	+3	+0	+0	+0	
RANGED attack bonus	+7	+5	+2	+0	+0	+0	
GRAPPLE attack bonus	+8	+5	+3	+0	+0	+0	

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	REACH
Ray	+7	As Spell	20 /x2	0 ft.

*Krowanarcus, Masterwork Greatsword (Keen)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	+9				
DAMAGE	2d6+4				
Special Properties	(Masterwork Greatsword (Keen))				

*Gauntlets of Ogre Power	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	+8				
DAMAGE	1d3+3				

Longbow (Composite/Bow_STR+2)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
Ammunition: Arrows (50)					
Range: 30 ft.	To Hit: +7				
Damage: 1d8+2					
TH	+7	+5	+3	+1	-1
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
TH	-3	-5	-7	-9	-11
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Special Properties	STR bonus to damage				

*: 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
*Breastplate +2 (Mithral)	Light	+7	+5	-1	15
30hp/inch and 15 hardness					
*Shield +1 (Heavy/Metal/Animated)	Heavy	+3		-1	15
floats in front of character requiring no hands, but still take normal penalties					
*Ring of Protection +2		+2		+0	0

LAY ON HANDS
HP per day

Jo Valentine-Cooper

PLAYER NAME

Human

RACE

17

AGE

Medium / 5 ft.

SIZE / FACE

Female

GENDER

DEITY

6' 4"

HEIGHT

EYES

None

REGION

175 lbs.

WEIGHT

auburn, wavy

HAIR

Lawful Good

ALIGNMENT

Normal

VISION

POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED												
hit points	39			Walk 30 ft.												
AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	MISC	MISC CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
armor class	24	22	14	10	7	3	2	0	0	2	0	0		30	-2	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+6	+2	+4
BASE ATTACK	bonus	+5	

TOTAL SKILLPOINTS: 24	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 8/4	MISC MODIFIER
✓	Appraise	INT	0	=	0	
✓	Balance	DEX	0	=	2	+ -2
✓	Bluff	CHA	6	=	6	
✓	Climb	STR	4	=	3	+ 3 + -2
✓	Concentration	CON	0	=	0	
✓	Craft (Untrained)	INT	0	=	0	
✓	Diplomacy	CHA	13	=	6	+ 5 + 2
✓	Disguise	CHA	7	=	6	+ 1
✓	Escape Artist	DEX	0	=	2	+ -2
✓	Forgery	INT	0	=	0	
✓	Gather Information	CHA	6	=	6	
✓	Handle Animal	CHA	7	=	6	+ 1
✓	Heal	WIS	4	=	2	+ 2
✓	Hide	DEX	0	=	2	+ -2
✓	Intimidate	CHA	6	=	6	
✓	Jump	STR	1	=	3	+ -2
✓	Knowledge (Local)	INT	3	=	0	+ 3
✓	Knowledge (Religion)	INT	2	=	0	+ 2
✓	Listen	WIS	2	=	2	
✓	Move Silently	DEX	5	=	2	+ 3
✓	Perform (Untrained)	CHA	6	=	6	
✓	Ride	DEX	3	=	2	+ 1
✓	Search	INT	5	=	0	+ 5
✓	Sense Motive	WIS	7	=	2	+ 5
✓	Speak Language(Undercommon, Elven)		2	=	0	+ 2
✓	Spot	WIS	2	=	2	
✓	Survival	WIS	5	=	2	+ 3.5
✓	Swim	STR	0	=	3	+ 1 + -4
✓	Use Rope	DEX	4	=	2	+ 2
				=		+ +
				=		+ +

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

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+6
Up to 0	-2	Turn level	2
1 - 3	-1	Turn damage	2d6+8
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			

Special Qualities	
1 extra feat at 1st level.	[Wizards of the Coast – Revised (v.3.5) System Reference Document]
1 extra feat at 1st level.	
4 extra skill points at 1st level and 1 extra skill point at each additional level.	[Wizards of the Coast – Revised (v.3.5) System Reference Document]
4 extra skill points at 1st level and 1 extra skill point at each additional level.	
Aura of Courage (Su)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, ClassesII.rtf]
Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects.	
Aura of Good (Ex)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, SpellsD–E.rtf]
Strong	
Detect Evil (Sp)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, ClassesII.rtf]
At will, a paladin can use detect evil, as the spell.	
Divine Grace (Su)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, ClassesII.rtf]
At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.	
Divine Health (Ex)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, ClassesII.rtf]
At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.	
Humanoid Traits	[Wizards of the Coast – Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Lay on Hands (Su)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, ClassesII.rtf]
Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.	
Special Mount (Sp)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, ClassesII.rtf]
Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin). Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.	
Weapon and Armor Proficiency	[Wizards of the Coast – Revised (v.3.5) System Reference Document]
Paladins are proficient with all simple and martial weapons, with all types	

of armor (heavy, medium, and light), and with shields (except tower shields).

Feats	
Improved Initiative	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.	
Quick Draw	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).	
Terra – Pioneer Skill Bonuses	[Custom – CMHDND – Revised (v.3.5) System Reference Document, Feats.rtf]
You get the following bonus skill ranks: +3 to Knowledge (Local); +2 to Survival, Use Rope, Climb; +1 to Ride, Swim, Perform, Disguise	
Track	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	
Armor Proficiency (Heavy)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
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	[Wizards of the Coast – Revised (v.3.5) System Reference Document]
You understand how to use all types of martial weapons in combat.	
Shield Proficiency	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast – Revised (v.3.5) System Reference Document, Feats.rtf]
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, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsword, Sickle, Sling, Spear, Spells (Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

TEMPLATES
Base Race Type

Class Spell-like Abilities

Name	Save Information	Time	Duration	Range	Comp.	Source
At Will Detect Evil		1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.						

* =Domain/Speciality Spell

Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	—	1	—	—	—

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	SR: Yes (harmless)	1 standard action	2 minutes	50 ft.	V, S, DF	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> Makes holy water.	DC: 13, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Bless Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon strikes true against evil foes.	SR: No	1 standard action	2 minutes	Touch	V, S	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Create Water <i>School:</i> Conjunction (Creation) [Water] <i>Effect:</i> Creates 4 gallons of pure water.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Cure Light Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 1d8+2 damage.	DC: 13, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
☐☐☐☐☐ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Detect Undead <i>School:</i> Divination <i>Effect:</i> Reveals undead within 60 ft.	SR: No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S, M/DF	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Divine Favor <i>School:</i> Evocation <i>Effect:</i> You gain +1 on attack and damage rolls.	SR: No	1 standard action	1 minute	Personal	V, S, DF	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Endure Elements <i>School:</i> Abjuration <i>Effect:</i> Exist comfortably in hot or cold environments.	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Magic Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon gains +1 bonus.	DC: 13, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	2 minutes	Touch	V, S, DF	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Protection from Chaos <i>School:</i> Abjuration [Lawful] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	DC: 13, Will negates (harmless) SR: No; see text	1 standard action	2 minutes [D]	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Protection from Evil <i>School:</i> Abjuration [Good] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	DC: 13, Will negates (harmless) SR: No; see text	1 standard action	2 minutes [D]	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	1 standard action	20 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Resistance <i>School:</i> Abjuration <i>Effect:</i> Subject gains +1 on saving throws.	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Restoration, Lesser <i>School:</i> Conjunction (Healing) <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.	DC: 13, Will negates (harmless) SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
☐☐☐☐☐ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	DC: 13, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf

* =Domain/Specialty Spell

Class Spell-like Abilities

At Will Detect Evil (DC:)

Danae Waterford

	Human
	RACE
	17
	AGE
	Female
	GENDER
	VISION
	Lawful Good
	ALIGNMENT
	Right
	DOMINANT HAND
	6' 4"
	HEIGHT
	175 lbs.
	WEIGHT
	EYE COLOUR
	fair
	SKIN COLOUR
	auburn, wavy
	HAIR
	PHOBIAS
	,
	PERSONALITY TRAITS
	INTERESTS
	,
	SPOKEN STYLE / CATCH PHRASE
	Tel Corela
	RESIDENCE
	LOCATION
	None
	REGION

Description:

Biography:

Danae Waterford is a young paladin Knight in the service of the Order of the Rose, based out of her home city of Tel Corela. Her background was originally in assisting with the riverboat trade in the area and generally being a Good Soldier. She then went on a Young Pioneers expedition with several of her current fellows and was revealed to be one of the Heirs of Kelfarious the Fleet, which has gotten her fast-tracked into the Order and made her one of several new minor celebrities.

That expedition contributed a great deal to her perspective on life – thanks to being the eldest of her generation on that expedition and thus something of an automatic den mother figure to the kids therein, she's come to view herself as a defender of the good, the innocent, and the righteous. This is in contrast to one who crusades against evil – while she disapproves of evil, she doesn't normally go out looking for trouble, and (like others of her culture) does not consider degenerate tendencies to be something that requires immediate redress unless they're being used to fuel degenerate actions. ("Live and let live, but spit on the sidewalk and you're mine.")

She also picked up an unusual greatsword during that expedition, which she makes use of – the sword Krowanarcus, which used to be a magical weapon of immense evil. It was broken when she recovered it and later repaired, and since then she's vowed to "redeem" it by using it only for virtuous deeds of defense.

When on mission, she's generally worked with four companions who were part of that Young Pioneers expedition – three of her fellow Heirs (Albamenon, Roland, and the prophet Kyga) and the infamous Abrazio Pathos, who (despite efforts by some Heirs to distance themselves from him) she considers a valued companion and likely to be a legend in his own right and don't you dare suggest otherwise in her presence.

In appearance, she's strikingly tall, a tad thin but still possessed of obvious strength, assiduously polite in her manners and expressions (unless she's doing battle, which she'll conduct with ruthless efficiency), and generally comes across as though she's naturally inclined to be friendly and outgoing but is deliberately keeping some professional distance. This vanishes in front of children (towards which she's solicitous and respectful) – and, oddly enough, when discussing one Milo Terani (wherein she becomes rather animated and energetic). There may be other subjects and/or individuals that can get past that restrained demeanor, but they are not known at this time.