

## Blitzkrieg

Player: Phil

Male Dwarf Paladin 6 - CR 6

Lawful Good; Deity: Moradin; Age: 51; Height: 4' 2";

Weight: 165lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	17	+3	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	18	+4	
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+12 =	+5	+4		+3		
<b>REFLEX</b> (DEXTERITY)	+10 =	+4	+3		+3		
<b>WILL</b> (WISDOM)	+7 =	+2	+2		+3		

### Immunity to Disease

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	21 =	+8	+2	+1					
<b>Touch AC</b>	11	<b>Flat-Footed AC</b>		20					

	Total	Damage / Current HP
<b>HP</b>	75	

<b>Base Attack</b>	+6	<b>Initiative</b>	+3
<b>Grapple</b>	+9	<b>Speed</b>	20 ft

### ???Golden Mace???, Mace, Light

Mainhand: **+9/+4, 1d6+3** Crit: 20/x2  
Light, B

### Darkwood Shortbow, Composite (Str +4)

Ranged, Both Hands: **+8/+3, 1d6+3** Crit: 20/x3  
Rng: 70'  
2-Hand, P

### Gauntlet (from Armor)

Mainhand: **+9/+4, 1d3+3** Crit: 20/x2  
Light, B

### Glaive

Both Hands: **+9/+4, 1d10+4** Crit: 20/x3  
2-Hand, S

### Longsword

Mainhand: **+9/+4, 1d8+3** Crit: 19-20/x2  
Both Hands: **+9/+4, 1d8+4** 1-Hand, S



Skill Name	Total	Ability	Ranks	Misc
<b>Appraise</b>	+1	INT (1)		
<b>Balance</b>	-5	DEX (3)		
<b>Bluff</b>	+3	CHA (3)		
<b>Climb</b>	-5	STR (3)		
<b>Concentration</b>	+5	CON (4)	1	
<b>Cooking</b>	+2	WIS (2)		
<b>Diplomacy</b>	+6	CHA (3)	3	
<b>Escape Artist</b>	-5	DEX (3)		
<b>Forgery</b>	+1	INT (1)		
<b>Gather Information</b>	+3	CHA (3)		
<b>Handle Animal</b>	+7	CHA (3)	4	
<b>Heal</b>	+5	WIS (2)	3	
<b>Hide</b>	-5	DEX (3)		
<b>Intimidate</b>	+3	CHA (3)		
<b>Jump</b>	-11	STR (3)		
<b>Knowledge: Religion</b>	+7	INT (1)	6	
<b>Listen</b>	+2	WIS (2)		
<b>Move Silently</b>	-5	DEX (3)		
<b>Ride</b>	+10	DEX (3)	7	

## Gear

**Total Weight Carried: 151.16/260lbs, Medium Load (Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)**

???Golden Mace???	4lbs
Artisan's Outfit (Free)	-
Chainmail	40lbs
Darkwood Shortbow, Composite (Str +4)	1lb
Full Plate	50lbs
Glaive	10lbs
Longsword	4lbs
Masterwork Cold Iron Mace, Heavy	8lbs
Masterwork Crossbow, Light	4lbs
Money	11.16lbs
Shield, Heavy Wooden	10lbs
Waraxe, Dwarven	8lbs

## Masterwork Cold Iron Mace, Heavy

Mainhand: **+10/+5, 1d8+3** Crit: 20/x2  
Both Hands: **+10/+5, 1d8+4** 1-Hand, B

## Masterwork Crossbow, Light

Ranged: **+8/+3, 1d8** Crit: 19-20/x2  
Ranged, Both Hands: **+10/+5, 1d8** Rng: 80'  
1-Hand, P

## Unarmed Strike

Mainhand: **+9/+4, 1d3+3** Crit: 20/x2  
Light, B

## Waraxe, Dwarven

Mainhand: **+9/+4, 1d10+3** Crit: 20/x3  
Both Hands: **+9/+4, 1d10+4** 1-Hand, S

## Chainmail

**+5** Max Dex: +2, Armor Check: -5  
Spell Fail: 30%, Medium, Slows

## Full Plate

**+8** Max Dex: +1, Armor Check: -6  
Spell Fail: 35%, Heavy, Slows

## Shield, Heavy Wooden

**+2** Max Dex: -, Armor Check: -2  
Spell Fail: 15%, Shield

## Skills

Skill Name	Total	Ability	Ranks	Misc
<b>Search</b>	<b>+1</b>	INT (1)		
<b>Sense Motive</b>	<b>+5</b>	WIS (2)	3	
<b>Spot</b>	<b>+2</b>	WIS (2)		
<b>Survival</b>	<b>+2</b>	WIS (2)		
<b>Swim</b>	<b>-13</b>	STR (3)		
<b>Use Rope</b>	<b>+3</b>	DEX (3)		

## Feats, Traits & Flaws

### Armor Proficiency (Heavy)

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, Sleight of Hand, and Tumble checks.

## Experience & Wealth

Experience Points: **15000/21000**  
Current Cash: **510 GP, 24 SP, 24 CP**

## Feats, Traits & Flaws

### Armor Proficiency (Light)

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, Sleight of Hand, and Tumble checks.

### Armor Proficiency (Medium)

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, Sleight of Hand, and Tumble checks.

### Dodge

+1 to AC vs attacks from one opponent.

### Endurance

+4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

**Benefit:** You are proficient with all Simple weapons.

**Normal:** When using a weapon with which you are not proficient, you are at

### Toughness

You gain +3 hit points.

## Special Abilities

### +1 to attack rolls vs Orcs and Goblins

+1 racial bonus to attacks against Orcs and Goblins.

### +2 to Appraise and Craft on Stone/Metal items

You gain a bonus to skill checks under certain conditions.

### +2 to saves vs poison, spells & spell-like effects

+2 racial bonus to Poison, Spells and Spell-Like effects.

### +4 dodge bonus to AC vs Giants

+4 dodge bonus to AC against monsters of the Giant type.

### Aura of Courage (Su)

You are immune to Fear. Allies within 10 feet save at +4 vs Fear.

### Aura of Good (Ex)

The paladin has an Aura of Good with power equal to her class level.

### Darkvision (60 feet)

You can see in the dark (black and white vision only).

### Detect Evil (Sp)

You can use Detect Evil at will (as the spell).

### Divine Grace (Su)

You gain your Charisma Bonus as a bonus to all saving throws.

### Lay On Hands (18 Hp/day) (Su)

You can heal a certain number of HP per day. You can also use this positive energy with a melee touch attack to damage undead creatures.

### Remove Disease (1/week) (Sp)

You can use Remove Disease (as the spell).

### Smite Evil (Su)

Adds your Charisma bonus to your attack roll and your paladin or similar class level to your damage roll when used.

### Stability

+4 bonus to ability checks made to avoid being bull rushed or tripped while standing on the ground.

### Stonecunning

+2 racial bonus to Search checks to notice unusual stonework, or things disguised as stonework. When you come within 10 feet of unusual stonework, you can make a Search check as if actively searching. You can use the

### Sturdy

Your base speed is never modified by encumbrance.

### Subtype - Dwarf

Dwarves are stoic and industrious humanoids who live largely underground and who all speak Dwarven.

## Special Abilities

### Turn Undead (Su)

A good cleric (or neutral cleric of a good deity) can turn or destroy undead creatures. Evil clerics (or neutral clerics of evil deities) rebuke or command such creatures.

### Type - Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They

### Weapon Familiarity - Dwarven Waraxe & Urganth

Dwarven Waraxes and Dwarven Urganths count as Martial weapons.

## Charges

Lay On Hands (18 Hp/day) (Su)	0/18
Remove Disease (1/week) (Sp)	0/1
Smite Evil (Su)	0/2
Turn Undead (Su)	0/6

## Languages

Common	Giant
Dwarven	

## Spells & Powers

### Paladin Spell DC: 12 + spell level

Maximum Paladin spells per day: 2x1

Paladin 1: Divine Sacrifice, Silverbeard