

# Teela

**Character Name** Eternian (Planetouched) **Player Name** Rador **Align.** LG  
**Race** F **Gender** Medium **Age** 28 **Height** 5' 10" **Weight** 145  
**Grn** Red **Deity** Randor  
**Eyes** Hair Deity **Affiliation / Guild** / Rank / Score

CLASS	HD Type	Level	Base Attack Bonus			Fort Save	Ref Save	Will Save	Skill Points
1. Paladin	d10	7	7	2		5	2	2	
2.									
3.									
Racial Level Adjust									
<b>ECL</b>		<b>7</b>	<b>7</b>	<b>2</b>		<b>5</b>	<b>2</b>	<b>2</b>	

**STR** 14 (Ability Score) / 2 (Ability Modifier) / 20 (Temp Score) / 19 (Temp Modifier) = 10 + 5 (Armor Bonus) + 2 (Shield Bonus) + 2 (Dex Modifier) + 0 (Size Modifier) + 0 (Natural Armor) + 0 (Deflection Modifier) + 0 (Dodge Bonus) + 0 (Insight Bonus) + 0 (Luck Bonus) + 0 (Sacred Bonus) + 0 (Comp. Bonus)  
**DEX** 15 / 2 / 13 / 12  
**CON** 12 / 1 / 18 / 17  
**INT** 10 / 0 / 10 / 10  
**WIS** 10 / 0 / 10 / 10  
**CHA** 16 / 3 / 16 / 16

**AC** 20 (Temp) / 19 (Total) = 10 + 5 + 2 + 2  
**VS Touch** 13 / 12  
**Flat Footed** 18 / 17  
**XP** [Empty] / Next Level [Empty]  
**Initiative** 6 = 2 (Dex Modifier) + 4 (Imp. Init.)

**Saving Throws**  
**Fortitude** 9 = 5 (Base Save) + 1 (Ability Modifier) + 3 (Magic Modifier)  
**Reflex** 7 = 2 (Base Save) + 2 (Ability Modifier) + 3 (Magic Modifier)  
**Willpower** 5 = 2 (Base Save) + 0 (Ability Modifier) + 3 (Magic Modifier)

**Attack Bonus**  
**Total Main Hand** / **Total Offhand** / **Base Attack Bonus**  
**Melee** ATK 1: 12, ATK 2: 7, ATK 3: [Empty], ATK 4: [Empty]  
**Ranged** ATK 1: 9, ATK 2: 4, ATK 3: [Empty], ATK 4: [Empty]

Weapon	Attack	Damage	Critical
Captain's Longsword +2	+2	1d8+4	17-20
Range	Weight	Type	Size
ft	lb.	Slashing	Medium
Special Properties: Keen			

Weapon	Attack	Damage	Critical
Sling		1d4	20
Range	Weight	Type	Size
10 ft	lb.	Bludgeoning	Small
Special Properties: [Empty]			

Weapon	Attack	Damage	Critical
Dagger		1d4+2	19-20
Range	Weight	Type	Size
ft	lb.	Piercing	Small
Special Properties: [Empty]			

Weapon	Attack	Damage	Critical
Bola		--	
Range	Weight	Type	Size
ft	lb.	Bludgeoning	Small
Special Properties: Grapple Check at +10			

**Ammunition:** Sling stones [Grid]  
**Ammunition:** [Grid]  
**Ammunition:** [Grid]

Armor / Protective Item	Type	Armor Bonus	Deflection Modifier	Max Dex Bonus
Captain's Breastplate +1	Medium	+5	+1	+3
Check Penalty	Spell Failure	Speed	Weight	Special Properties
	%	ft	lb.	Spell Resistance 15

Shield / Protective Item	Type	Shield Bonus	Item Bonus	Max Dex Bonus
Heavy steel Shield	Light	+2		
Check Penalty	Spell Failure	Weight	Special Properties	
	%	lb.		

**Grapple** 9 = 7 (BAB) + 2 (Str Modifier) + 0 (Special Size Mod.)

**Speed**  
 Adjusted Speed: 30 ft = 30 ft (Base Speed) + 0 (Temp Speed)

Skills	Class	Cross	Total	Synergy Bonus	Skill Ranks	Ability Modifier	Misc. Modifier
Appraise	10	5	15				
Balance	2		2				
Bluff	3		3				
Climb	2		2				
Concentration	1		1				
Craft ( )							
Decipher Script							
Diplomacy	13		13	10			
Disguise	3		3				
Escape Artist	2		2				
Forgery							
Gather Information	3		3				
Handle Animal	13		13	10			
Heal	10		10				
Hide	2		2				
Intimidate	3		3				
Jump	2		2				
Knowledge ( )							
Listen							
Move Silently	2		2				
Open Lock	2		2				
Perform ( )	3		3				
Profession ( )	3		3				
Ride	4		4	2			
Search							
Sense Motive							
Sleight of Hand	2		2				
Spellcraft							
Spot							
Survival							
Swim	2		2				
Tumble	2		2				
Use Magic Device	3		3				
Use Rope	2		2				

**Skills** / **Total Ranks: 30**  
 Class Skills: 10, Cross: 5

\*Class skills, skills not checked cost double  
 \*EVERYONE\* skill which may be used untrained  
 armor penalty applies      ↔ \*SYNERGY\* bonus

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