

## Elantra

Player: Stig the White Beetle

Male Elf Paladin, Underdark Knight 5 - CR 5

Lawful Good; Age: 124; Height: 4' 10"; Weight: 110lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	16	+3	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	10	0	
<b>INT</b> INTELLIGENCE	8	-1	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7 =	+4			+3		
<b>REFLEX</b> (DEXTERITY)	+5 =	+1	+1		+3		
<b>WILL</b> (WISDOM)	+5 =	+1	+1		+3		

### Immunity to Disease

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 19 =	+6	+2	+1					

**Touch AC** 11 **Flat-Footed AC** 18

Total	Damage / Current HP
<b>HP</b> 36	

<b>Base Attack</b>	+5	<b>Initiative</b>	+1
<b>Grapple</b>	+8	<b>Speed</b>	40 / 30 ft

### Gauntlet (from Armor)

Mainhand: +8, 1d3+3 Crit: 20/x2  
Light, B

### Longsword

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

### Shield Bash

Mainhand: +8, 1d4+3 Crit: 20/x2  
Both Hands: +8, 1d4+4 1-Hand, B

### Unarmed Strike

Mainhand: +8, 1d3+3 Crit: 20/x2  
Light, B

### Masterwork Banded Mail

+6

Max Dex: +1, Armor Check: -5  
Spell Fail: 35%, Heavy, Slows

### Shield, Heavy Steel

+2

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



3.5

d20 OGL



Skill Name	Total	Ability	Ranks	Misc
<b>Appraise</b>	-1	INT (-1)		
<b>Balance</b>	-4	DEX (1)		
<b>Bluff</b>	+3	CHA (3)		
<b>Climb</b>	-2	STR (3)		
<b>Concentration</b>	+0	CON (0)		
<b>Diplomacy</b>	+8	CHA (3)	3	
<b>Disguise</b>	+3	CHA (3)		
<b>Escape Artist</b>	-6	DEX (1)		
<b>Forgery</b>	-1	INT (-1)		
<b>Gather Information</b>	+3	CHA (3)		
<b>Heal</b>	+1	WIS (1)		
<b>Hide</b>	-6	DEX (1)		
<b>Intimidate</b>	+3	CHA (3)		
<b>Jump</b>	-2	STR (3)		
<b>Listen</b>	+3	WIS (1)		
<b>Move Silently</b>	-6	DEX (1)		
<b>Ride</b>	+1	DEX (1)		

## Gear

**Total Weight Carried: 88.5/230lbs, Medium Load (Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Artisan's Outfit (Free)	-
Backpack (empty)	2lbs
Bedroll	5lbs
Flint and steel	
Holy symbol, wooden	
Longsword	4lbs
Masterwork Banded Mail	35lbs
Pouch, belt (empty)	0.5lbs
Rations, trail (per day) x10	1lb
Rope, hempen (50 ft.)	10lbs
Shield Bash	-
Shield, Heavy Steel	15lbs
Sunrod x2	1lb
Waterskin	4lbs

## Skills

Skill Name	Total	Ability	Ranks	Misc
<b>Search</b>	<b>+1</b>	INT (-1)		
<b>Sense Motive</b>	<b>+6</b>	WIS (1)	5	
<b>Spot</b>	<b>+3</b>	WIS (1)		
<b>Survival</b>	<b>+1</b>	WIS (1)		
<b>Swim</b>	<b>-11</b>	STR (3)		
<b>Use Rope</b>	<b>+1</b>	DEX (1)		

## Feats, Traits & Flaws

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Elven Weapon Proficiencies  
 Improved Shield Bash  
 Martial Weapon Proficiency - All  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Weapon Focus - Longsword

## Special Abilities

+2 to saves vs Enchantments  
 Aura of Courage (Su)  
 Aura of Good (Ex)  
 Detect Evil (At Will) (Sp)  
 Divine Grace (Su)  
 Lay on Hands (15 HP/day) (Su)  
 Low-Light Vision  
 Racial Skill Bonus  
 Smite Evil (2/day) (Su)  
 Subtype - Elf  
 Turn Undead (6/day) (Su)  
 Type - Humanoid  
 Underdark Knight

## Charges

Lay on Hands (15 HP/day) (Su)	0/15
Smite Evil (2/day) (Su)	0/2
Turn Undead (6/day) (Su)	0/6

## Languages

Common

Elven

## Experience & Wealth

Current Cash: **You have no money!**

## Spells & Powers

**Paladin, Underdark Knight Spell DC: 11 + spell level**

Maximum Paladin, Underdark Knight spells per day:  
**1x1**

Paladin, Underdark Knight 1: Divine Favor

## Background

Has given up 'Mount' ability in favour of enhanced move speed, plus bonuses to some skills (already incl. in stats).