

<b>Player Name:</b> Ryan <b>PC Name:</b> Ferrin Arveløse “Desdichado” <b>Race:</b> Human <b>Class:</b> Paladin <b>Level:</b> 20	<b>E-mail:</b> rbaker1978@hotmail.com <b>Experience points:</b> N/A <b>Hero points:</b> 0 <b>Alignment:</b> Lawful Good <b>Deity:</b> Domi	<b>Campaign:</b> Crescent Moons Trading Company <b>Age:</b> 32 <b>Weight:</b> 5’11” <b>Height:</b> 220 <b>Base Speed:</b> 30 feet (20 ft - mithral full plate/ +10 boots)
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Ability	Total Score	Base Score	Racial Mod.	Level Mod.	Enhancement	Modifier	Additional Information
Strength	22	14	2	L12, L16	6	6	Belt of Physical Perfection +6
Dexterity	16	10			6	3	Belt of Physical Perfection +6
Constitution	22	15		L20	6	6	Belt of Physical Perfection +6
Intelligence	14	14				2	
Wisdom	13	13				1	
Charisma	22	14		L4; L8	6	6	Headband of CH +6

**Hit Points:**

Level	1	2	3	4	5	6	7	8	9	10
Die	10	10	10	10	10	10	10	10	10	10
Mod.	4	4	4	4	4	4	4	4	4	4
Special	+1(fc) +3 tough	+1(fc)	+1(fc)	+1(fc) +1 tough	+1(fc) +1 tough	+1(fc) +1 tough	+1(fc) +1 tough	+1(fc) +1 tough	+1(fc) +1 tough	+1(fc) +1 tough
Roll+bonus	Max+8	2+5	7+5	5+6	7+6	3+6	6+6	10+6	7+6	5+6
Total	18	25	36	48	62	72	85	102	116	128

Level	11	12	13	14	15	16	17	18	19	20
Die	10	10	10	10	10	10	10	10	10	10
Mod.	4	4	4	4	4	4	4	4	4	4
Special	+1(fc) +1 tough	+1 tough	+1 tough	+1 tough	+1 tough	+1 tough	+1 tough	+1(fc) +1 tough	+1 tough	+1(fc) +1 tough
Roll+bonus	4+6	9+5	6+5	2+5	7+5	10+5	8+5	4+6	3+5	3+6
Total	139	153	164	171	183	198	211	221	229	235

**Armor Class:**

	Total	Base	Armor	Shield	Dexterity	Deflection	Dodge	Size	Natural	Other
AC	37	10	9+5		3	5 (ring)			5 (amulet)	heavy fortification (75%)
Touch	18	10	--	--	3	5 (ring)			--	
Flat	34	10	9+5		--	5 (ring)	--		5 (amulet)	

**Attacks:**

	Total	Attack Bonus	Ability	Size	Other

<b>Melee</b>	+25+20/+15/+10	+20/+15/+10/+5	+6		
<b>Ranged</b>	+22/+17/+12/+7	+20/+15/+10/+5	+2		
<b>CMB</b>	26	+20	+6		
<b>CMD</b>	38	10   +20	+6 (ST)   +2 (DX)		

Weapon Name	Total	BAB	Enhancement	Damage	Crit. Range	Crit. Dam	Special	Range
<b>Greataxe+5, vorpal</b>	+34/+29/+24/+19	+20/+15/+10/+5	+5 (magic weapon), +9 ST	1d12 (s) +5wp, +9ST (+13 total)	19-20	X3	Improved crit. feat; vorpal	
<b>Masterwork Light crossbow</b>	+24/+19/+14/+8	+20/+15/+10/+5	+1 masterwork weapon +2DX	1d8 (p)	19-20	X2		80 ft
<b>Morningstar +5</b>	+27/+22/+17/+12	+20/+15/+10/+5	+5 (magic weapon) +6 ST	1d8 (b,p) +5 wp +6ST (+11 total)	20	X2		

**Saving Throws:**

	Total Bonus	Class	Ability Modifier	Enhancement)	Other
<b>Reflex</b>	17	6	0	6 (pal); 5 (cloak)	
<b>Fortitude</b>	27	12	4	6 (pal); 5 (cloak)	
<b>Will</b>	24	12	1	6 (pal); 5 (cloak)	
Stone of the Forge Lord (Fate Item)					+2 Resistance bonus: Saves vs Poison, spells and Spell like effects

**Damage reduction:**

**Spell Resistance:**

DR 10/Evil Heavy fortification (75%)	Immune: Fear, Disease, Charm; Compulsion
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**Skill Points: 2 base + 2 INT/level; human +1/level; +1 fc (lvl 12, 13, 14, 15, 16, 17, 19) = (4x20)+20+7=107**

Skill Name	Total	Mod / Ability	Ranks	Trained	Class	Special
<b>Acrobatics</b>	-1	2	0			-3 Armor
<b>Appraise</b>	6	2	4			
<b>Bluff</b>	3	3	0			
<b>Climb</b>	3	6	0			-3 Armor
<b>Craft</b>	2	2	0			
<b>Diplomacy</b>	30	6	19		+3	+2 WLA
<b>Disable Device</b>						
<b>Disguise</b>	6	6	0			
<b>Escape Artist</b>	-1	2	0			-3 Amor
<b>Fly</b>	-1	2	0			-3 Armor
<b>Handle Animal</b>						
<b>Heal</b>	28	1	14		+3	+4 self sufficient/ (+1 fc lvl12, 13, 14, 15, 16, 17)
<b>Intimidate</b>	10	6	4			
<b>Knowledge (geo)</b>	6	2	4			
<b>Knowledge (history)</b>	8	2	4			+2 WLA

Knowledge (nobility)	10	2	4		+3	
Knowledge (religion)	15	2	10		+3	
Knowledge						
Knowledge						
Linguistics	3	2	1			
Perception	22	1	15			+4 Alertness/ +2 WLA
Perform	6	6				
Profession						
Ride	-3					-3 Armor
Sense Motive	28	1	18		+3	+4 Alertness/ +2 WLA
Sleight of Hand						
Spellcraft						
Stealth	-1	2				-3 Armor
Survival	15	1	10			+4 self sufficient
Swim	3	6	0			-3 Armor
Use Magic Device						

#### Feats, Features, and Abilities:

Feat	Class Features	Racial Features	Special Abilities
<b>L1:Alertness (+2 perception &amp; sense motive/+4 at 10 ranks)</b>	Smite Evil (7x/day; add +6 to melee attack roll and AC, paladin levels to damage, first attack x2 level evil outsider, dragon, undead)		
<b>L1:Extra Lay on Hands (+2)</b>	Divine Grace (level 2) -- apply charisma bonus, if any, to saving throws		
<b>L3:Toughness (+3 hp, +1hp over level 3)</b>	Lay on Hands (level 2) -- half your paladin level, plus your charisma modifiers, times per day. This heals 1d6 per two paladin levels, as standard action, or on self as swift action. Can damage to undead, no save. Only one free hand required. <b>(Total: 20, 10d6, range: Touch; channel energy: use 2, 10d6, range 30' burst)</b>		
<b>L5:Extra Lay on Hands (+2)</b>	Aura of Courage (level 3) -- immune to all fear, +4 to saves for all allies in ten feet		
<b>L7:Improved Unarmed Strike</b>	Divine Health (level 3) -- immune to all diseases, including magical ones		

<b>L9: Improved critical (Greataxe) – threat range doubled (19-20)</b>	<p>Mercy -- at level 3, and every 3rd level after, choose one mercy to augment laying on of hands</p> <p><b>Mercies: Fatigued (L3), Diseased (L6), Cursed (L9), Paralyzed (L12); Blinded (L15); Stunned (L18); Exhausted (Extra Mercy)</b></p>		
<b>L11: Extra Lay on Hands (+2)</b>	<p>Channel positive energy (level 4) -- use two Lay on Hands to do as a cleric does (use 2 LoH, 10d6, range 30' burst; Will DC 28 (Imp. Chan. feat)</p>		
<b>L13: Alignment Channel (evil outsider)</b>	<p>Divine bond (level 5) -- <b>Weapon (5 bonuses from: <a href="#">axiomatic</a>, <a href="#">brilliant energy</a>, <a href="#">defending</a>, <a href="#">disruption</a>, <a href="#">flaming</a>, <a href="#">flaming burst</a>, <a href="#">holy</a>, <a href="#">keen</a>, <a href="#">merciful</a>, and <a href="#">speed</a>) or up to +5 enchantment (x4 uses) 19 minutes (190 rounds)</b></p>		
<b>L15: Improved Channel (Channel DC +2) (DC 28 total)</b>	<p>Aura of Resolve (level 8) -- immune to all charm, +4 to saves for all allies in ten feet</p>		
<b>L17: Channel Smite (DC 28)</b>	<p>Aura of Justice (level 11) -- spend two uses of smite evil to give the power to smite evil to all non-evil allies in 10 feet</p>		
<b>L19: Extra Mercy (Exhausted)</b>	<p>Aura of Faith (level 14) -- your weapons are good-aligned, as are all allied attacks within 10 feet of you</p>		
<p>WLA Training: (1000 dues): <b>Self-sufficient (+2 heal &amp; survival /+4 at 10 ranks)</b></p> <p>WLA Training: (2500 dues): <b>Endurance +4: swim (exhaustion); CON (running/march/breath/starvation); FORT (hot/cold/suffocation); sleep in med armor</b></p> <p>WLA Training: (3500 dues): <b>Die Hard Auto-stabilize below 0 HP; disabled instead of unconscious</b></p> <p><b>WLA Training (4000 dues)</b></p>	<p>Aura of Righteousness (level 17) -- DR5/evil; immune to compulsion, +4 to saves for all allies in ten feet</p> <p>Holy Champion (level 20) -- DR10/evil; smite evil successful against an evil outsiders, the outsider is subject to banishment (DC: 26; SR check: d20+22)</p> <p>Channels positive energy or lay on hands to heal a creature heals the maximum possible amount.</p>		

<b>WLA Training (7000 dues)</b>			
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### Spells

Caster Level: 17	
Lvl1: 4 (+2 Cha)	Endure Elements x4 Lesser Restoration x2
Lvl2: 3 (+2 Cha)	Delay Poison x2 Resist Energyx3
Lvl3: 3 (+1 Cha)	Prayer Remove Curse x2 Remove Blindness/Deafness
Lvl4: 3 (+1 Cha)	Holy sword Restoration Neutralize Poison Restoration

### Paladin

- **Aura of Good**
- **Detect Evil**
- **Smite Evil (4x/day; add +3 to melee attack roll, paladin levels to damage (levelx2 for evil outsider, dragon, undead)**
- **Divine Grace (level 2) -- apply charisma bonus, if any, to saving throws**
- **Lay on Hands (level 2) -- half your paladin level, plus your charisma modifiers, times per day. This heals 1d6 per two paladin levels, as a standard action, or on self is swift action. Can damage undead, no save. Only one free hand required.**
- **Aura of Courage (level 3) -- immune to all fear, +4 to saves for all allies in ten feet**
- **Divine Health (level 3) -- immune to all diseases, including magical ones**
- **Mercy -- at level 3, and every 3rd level after, choose one mercy to augment laying on of hands**
- **Channel positive energy(level 4) -- use two Lay on Hands to do as a cleric does (8d6)**
- **Divine bond (level 5) -- may be various weapon enhancements or a steed (+1 every 3 levels: 8, 11, 14, 17, 20)**
- **Aura of Resolve (level 8) -- immune to all charm, +4 to saves for all allies in ten feet**
- **Aura of Justice (level 11) -- spend two uses of smite evil to give the power to smite evil to all non-evil allies in 10 feet**
- **Aura of Faith (level 14) -- your weapons are good-aligned, as are all allied attacks within 10 feet of you**
- **Aura of Righteousness (level 17) -- DR5/evil; immune to compulsion, +4 to saves for all allies in ten feet**

- **Holy Champion (level 20) -- DR10/evil; smite evil successful against an evil outsiders, the outsider is subject to banishment**
- Code of Conduct / Association
- High charisma gains bonus spells daily
- Concentration check: d20 + paladin level + charisma modifier vs. DC

**Equipment:**

Item Name	Cost	Quantity	Weight	Location
Greataxe+5, vorpal	200,202 gp	1	12	on back
Morningstar +5	50,008 gp	1	6	side
Masterwork Light crossbow	335 gp	1	6	storage
Backpack	25 gp	1	5	on back
Bedroll	1 sp	1	5	backpack
Lamp	1 sp	1	1	backpack
Healer kit	50 gp	1	1	backpack
Holy symbol (wooden)	1 gp	1	1	backpack
Mithral Full Plate +5, heavy fortification	105500 gp	1	50	armor slot
Potion of Enlarge Person	150 gp	5	5	
WLA badge	7000 gp (dues)	1	1	backpack
Ring of Blinking	27,000 gp	1	1	right hand
Belt of Physical Perfection +6	80,000 gp	1		belt
Amulet of Natural Armor+5	50,000 gp	1	1	neck
travellers outfit	5 gp	1		clothes
cloak of resistance+5	25,000 gp	1		cloak
Ring of protection+5	32,000 gp	1		left hand
Headband of Alluring Charisma +6	50000 gp	1		head
Fate Item: Stone of the Forge Lord	24000 gp	1		
Boots of Striding and Springing	5000 gp	1		feet
scroll of telepathy (permanent)	12,500 gp	1		
Fate Item: Guild Company Limited Ownership Scrolls	70,000gp	1		
Vyrnix talisman				
Bronze Griffon Figurine of Wondrous Power	10,000	1		
Necklace of Adaptation	9,000	1		
Potion of Fly	2250	3		
share of Carpet of Flying	10,000gp			
gold		298656		
silver		11 sp		
copper		4 cp		
<b>TOTAL (gp):</b>	<b>560094</b>	<b>298,656</b>		<b>GRAND TOTAL (gp): 685,000</b>

**Magic Items:**

Item name	Location	Charges / Uses
A cold iron, circular metal shield with a 5 pointed white star in the middle. Has "Property of C.A" written near the straps. Treat as a cold iron light steel shield with a hardness of 12. Non-Magical. Lasts indefinitely.		
<b>Fate item: Stone of the Forge Lord:</b> Acts as an Ion Stone Grants 60' Darkvision or enhances Darkvision by 30' Grants +2 Enhancement to Constitution Grants +2 Resistance bonus to Saves vs Poison, spells and Spell like effects Value 24,000		
<b>FATE ITEM: Vyrnix's Talismans</b> The Talismans will allow the party to cause harm to the Maharaja. Warm to the touch, this 4" dragon's tooth is gold at the root and fastened to a cord of twisted dragon scale. Effect: neck slot; Epic DR 15 and Spell Penetration +5		

**Magical Body Slots:**

Slot	Item
<b>Armor</b>	Mithral Full Plate +5, heavy fortification (75%)
<b>Shield</b>	
<b>Belt</b>	Belt of Physical Perfection (STR/DEX/CON) +6
<b>Body: robes and vestments</b>	
<b>Chest: mantles, shirts, and vests</b>	
<b>Eyes: eyes, glasses, and goggles</b>	
<b>Feet: boots, shoes, and slippers</b>	Boots of Striding and Springing
<b>Hands: gauntlets and gloves</b>	
<b>Head: circlets, crowns, hats, helms, masks</b>	
<b>Headband: headbands and phylacteries</b>	Headband of Alluring Charisma +6
<b>Neck: amulets, brooches, necklaces, periapt, and scarabs</b>	Amulet of Natural Armor +5
<b>Rings (one or two)</b>	Ring of Blinking; Ring of Protection +3
<b>Shoulders: capes and cloaks</b>	cloak of resistance+5
<b>Wrist: bracelets and bracers</b>	

**Appearance:**

Ferrin (Desdichado) is a human male of slightly over average height, with a hefty build. Although in his mid-twenties he still has a youthful look to him. His light brown hair tends to hang over his forehead when not shortly trimmed. He favors

long-sleeved clothing when possible, which ends up covering his naturally tan complexion. Ferrin goes beardless for now as a sign of his family disfavor.

One of the first things people notice about Ferrin is the large double-headed axe that hangs from his back.

**Personality:** Ferrin is not one to seek out friends easily, but when you do become his friend, he is yours for life. **He is** naturally friendly, although quiet in a large group. Amongst a small group of friends and fellow travelers, you'll often find him quick with a joke, or simply smiling at the conversation and being with his companions.

He cares strongly about helping those who are in misfortune, especially children who have been separated from their families, and always keeps a few small toys, food, and candies in his bag to hand out. When he senses

To most people his true name is unknown, and he is goes only as "Desdichado," meaning *disinherited*, although only a few know why.

### **History:**

Ferrin grew up in a medium-sized village, the only son (so far as he knows) of a leading merchant guild family. His mother died when he was a youth, of an apparent illness. His father (Torrin) made sure that he was well-educated in the village school run by the church of Ffloy. In fact, his father funded much of the school as well as several other amenities in the town.

When Ferrin was 17, on his "bearding day" – the day he would be called an adult and allowed to grow a beard, a slaver raiding party came through the village, an event that happened every 3 or 4 years. This was one of the largest raids Ferrin had ever seen. During the tumult, the raiders even attacked the school and took several of the children, among them Ferrin's best friend.

Ferrin ran home to find his father and tell him what had happened. When he entered the vestibule of the family home, he saw the raider leader giving his father a bag of money. Hurt, lost, and betrayed, he abandoned his family name, and left the town immediately to try and find those who had been taken. He has devoted himself to Domi as well to atone for what his family had done. Ferrin will not grow a beard until he has put right, in whatever way he can, his family's sins.

(Based on the events of that day, Ferrin also wonders whether his mother really died from sickness, or whether his father or one of his family's enemies may have had a hand in her death.)