

CHARACTER NAME	
Antipaladin 2	
CLASS	
2 / 1	4350 / 5000
Character Level / CR	EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	12		+1		
CON Constitution	15		+2		
INT Intelligence	10		+0		
WIS Wisdom	10		+0		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +3	+ +2	+ +0	+ +1	+ +0	+	
REFLEX (dexterity)	+3	= +0	+ +1	+ +0	+ +2	+ +0	+	
WILL (wisdom)	+4	= +3	+ +0	+ +0	+ +1	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+7	=	+2	+	+4	+	+0	+	+1	+	+0	+	
RANGED attack bonus	+4	=	+2	+	+1	+	+0	+	+1	+	+0	+	
CMB attack bonus	+6	=	+2	+	+4	+	+0	+	+0	+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVER
Offense	+6	+6	+6	+6	+6	+6
Defense	17	17	17	17	17	17

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+7		1d8+4				

Dagger					HAND	TYPE	SIZE	CRITICAL	REACH	
					Carried	PS	M	19-20/x2	5 ft.	
TOTAL ATTACK BONUS					DAMAGE					
+7					1d4+4					
TH	10 ft.		20 ft.		30 ft.		40 ft.		50 ft.	
	+4		+2		+0		-2		-4	
Dam	1d4+4		1d4+4		1d4+4		1d4+4		1d4+4	

Greatsword		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	S	M	19-20/x2	5 ft.
+7		DAMAGE				
		2d6+6				

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
*Half-Plate	Heavy	+8	+0	-7	40
*Shield (Heavy/Steel)	Heavy	+2		-2	15

Uses per day	<input type="text"/>
	cure 1d6 per use

PLAYER NAME	
Human	Medium / 5 ft.
RACE	SIZE / FACE
27	Male
AGE	GENDER

$$\begin{array}{rcllcl} \text{HP} & 19 & & & \text{WOUNDS/CURRENT HP} \\ \text{hit points} & & & & \\ \text{AC} & 20 & 20 & 10 & = 10 + 8 \\ \text{armor class} & \text{TOTAL} & \text{FLAT} & \text{TOUCH} & \text{BASE} \quad \text{ARMOR} \end{array}$$

$$\text{INITIATIVE modifier} = +5 = +1 + +4$$




TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus	+2
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Rovagug	None	Chaotic Evil
DEITY	REGION	ALIGNMENT
6' 4"	210 lbs.	Normal
HEIGHT	WEIGHT	VISION
Red	Black	
EYES	HAIR	POINTS

SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
								Walk 20 ft.			
+ 2	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0		55	-9	0
SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC		MISS CHANCE	ARCANE SPELL PENALTY	ARMOR CHECK PENALTY	SPELL RESIST

TOTAL SKILLPOINTS: 6		SKILLS				FAILURE PENALTY	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY RANKS		MISC MODIFIER	
✓	Acrobatics	DEX	-7	= 1	+ 1	+ -9	
✓	Acrobatics (Jump)	DEX	-11	= 1	+ [1]	+ -13	
✓	Appraise	INT	0	= 0			
✓	Bluff	CHA	1	= 1			
✓	Climb	STR	-4	= 4	+ 1	+ -9	
✓	Craft (Untrained)	INT	0	= 0			
✓	Diplomacy	CHA	1	= 1			
	Disable Device	DEX	-7	= 1	+ 1	+ -9	
✓	Disguise	CHA	1	= 1			
✓	Escape Artist	DEX	-7	= 1	+ 1	+ -9	
✓	Fly	DEX	-8	= 1	+ -9		
✓	Heal	WIS	0	= 0			
✓	Intimidate	CHA	1	= 1			
	Knowledge (Religion)	INT	4	= 0	+ 1	+ 3	
✓	Perception	WIS	0	= 0			
✓	Perform (Untrained)	CHA	1	= 1			
N	Ride	DEX	-8	= 1	+ -9		
✓	Sense Motive	WIS	0	= 0			
✓	Stealth	DEX	-8	= 1	+ -9		
✓	Survival	WIS	1	= 0	+ 1		
✓	Swim	STR	-5	= 4	+ -9		
				=	+	+	
				=	+	+	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4	15	
Half-Plate	Equipped	1	50	600	
Outfit (Cold-Weather)	Equipped	1	7	0	
+5 circumstance bonus on Fortitude saves vs cold weather					
Shield (Heavy/Steel)	Equipped	1	15	20	
Backpack	Equipped	1	2	2	
6 lbs., 1 Cape (Add TypeAccessories), 1 Bottle (Glass), 14 Meals (Common/Per Day), 1 Oil (1 Pint Flask), 2 Potion of Cure Light Wounds, 1 Tindertwig, 4 Tobacco (per lb.)					
Bottle (Glass)	Backpack	1	1	2	
0 lbs.					
Cape (Add TypeAccessories)	Backpack	1	0	0	
Meals (Common/Per Day)	Backpack	14	0 (0)	0.3 (4.2)	
Meals (Common/Per Day)	Saddle (Pack)	10	0 (0)	0.3 (3)	
Oil (1 Pint Flask)	Backpack	1	1	0.1	
					
Potion of Cure Light Wounds	Backpack	2	0 (0)	50 (100)	
Cures 1d8+1 points of damage					
					
Tindertwig	Backpack	1	0	1	
					
Tobacco (per lb.)	Backpack	4	1 (4)	0.5 (2)	
Everburning Torch	Equipped	1	1	110	
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.					
Dagger	Carried	1	1	2	
Greatsword	Carried	1	8	50	
Pony (Combat Trained)		1	0	45	
197 lbs., 1 Saddle (Pack)					
Saddle (Pack)	Pony (Combat Trained)	1	15	5	
182 lbs., 1 Barrel, 1 Candle, 10 Meals (Common/Per Day)					
Barrel	Saddle (Pack)	1	30	2	
152 lbs., 19 Ale (Gallon)					
Ale (Gallon)	Barrel	19	8 (152)	0.2 (3.8)	
Candle	Saddle (Pack)	1	0	0	
Increases light level (5') for 1 hr.Duration: 1 hr., Increases light level by one step: 5 ft.					
					
TOTAL WEIGHT CARRIED/VALUE			94 lbs. / 967.1 gp		

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

LANGUAGES	
Common, Draconic	

Traits	
Deft Dodger	[Paizo Publishing LLC - Advanced Player's Guide, p.328]
Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.	
Sacred Touch	[Paizo Publishing LLC - Advanced Player's Guide, p.329]
You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.	

Special Qualities	
Aura of Evil (Ex)	[Paizo Publishing - Core Rulebook]
Bonus Feat	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Detect Good (Sp)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
At will, you can use Detect Good, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect good in any other object or individual within range.	
Skilled	[Paizo Publishing - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Smite Good (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
You can call out to the dark powers to crush the forces of good 1 times per day. As a swift action, you choose one target within sight to smite. If this target is good, you add +1 to your attack rolls and +2 on all damage rolls made against the target of your smite. If the target of Smite Good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to +4. Regardless of the target, Smite Good attacks automatically bypass any DR the creature might possess. In addition, while Smite Good is in effect, you gains a +1 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite Good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	
Touch of Corruption (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
You surrounds your hand with a fiendish flame, causing terrible wounds to open on those you touch. You can use this ability 2 times per day. As a touch attack, you can cause 1d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, you can use this power to heal undead creatures, restoring 1d6 hit points. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.	

Feats	
Disruptive Spell	[Paizo Publishing LLC - Advanced Player's Guide, p.157]
Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell plus the level of the spell being cast) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well. A disruptive spell uses up a spell slot one level higher than the spell's actual level.	
Improved Initiative	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Martial Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with all your martial weapons normally (without the non-proficient penalty).	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

PROFICIENCIES

Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortspike, Sibit, Sickel, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart

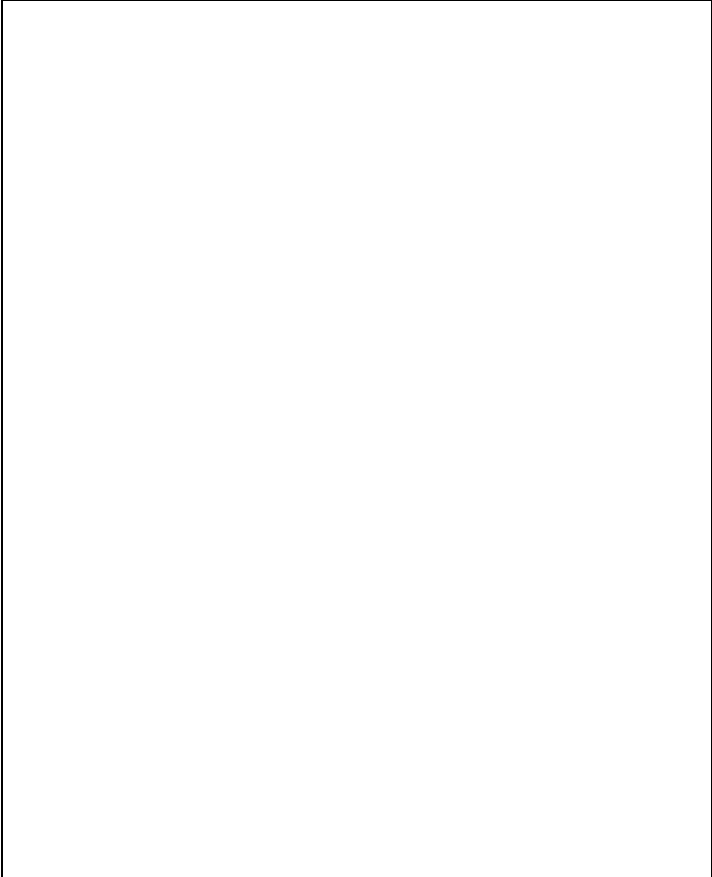
TEMPLATES

Class Spell-like Abilities							
Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Good		1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	PFCR: p.267
School: Divination		SR: No	Target: Cone-shaped emanation			Caster Level:2	Concentration:+2
Effect: You can sense the presence of good.							
* =Domain/Specialty Spell							

Class Spell-like Abilities

At Will Detect Good (DC:)

Tirion Shadowblade



Human
RACE
27
AGE
Male
GENDER
VISION
Chaotic Evil
ALIGNMENT
Right
DOMINANT HAND
6' 4"
HEIGHT
210 lbs.
WEIGHT
Red
EYE COLOUR
White
SKIN COLOUR
Black,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: