

## Callion

Player: PC

**Male Dwarf Paladin 7 - CR 6**

Lawful Good Humanoid (Dwarf); Deity: **Philiandrus**; Age: **60**; Height: **4' 5"**; Weight: **206lb.**; Eyes: **blue**; Hair: **grey**; Skin: **light**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>15</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>6</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+5</b>	<b>+3</b>		<b>-2</b>	
Hardy +2: +2 vs. poison, spells, and spell-like abilities							
<b>REFLEX</b> (DEXTERITY)	<b>+1</b>	=	<b>+2</b>	<b>+1</b>		<b>-2</b>	
Hardy +2: +2 vs. poison, spells, and spell-like abilities							
<b>WILL</b> (WISDOM)	<b>+5</b>	=	<b>+5</b>	<b>+2</b>		<b>-2</b>	
Hardy +2: +2 vs. poison, spells, and spell-like abilities							

Immunity to Disease		Immunity to Fear (Ex)							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
<b>AC</b>	<b>22</b>	=	<b>+10</b>		<b>+1</b>			<b>+1</b>	
<b>Touch AC</b>	<b>12</b>		<b>Flat-Footed AC</b>	<b>21</b>					

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
<b>+10</b>	=	<b>+7</b>	<b>+3</b>	<b>-</b>

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
<b>22</b>	=	<b>10</b>	<b>+7</b>	<b>+3</b>

22 vs. Bull Rush (Stability: +4 CMD while standing on the ground); 22 vs. Trip (Stability: +4 CMD while standing on the ground)

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	<b>+7</b>	<b>HP</b>	<b>67</b>
Hatred +1: +1 vs. Goblinoids and Orcs			
<b>Initiative</b>	<b>+1</b>	Damage / Current HP	
<b>Speed</b>	<b>20 ft</b>		

### +1 Holy Greataxe

Both hands: **+11/+6, 1d12+5+2d6 vs.** Crit: x3  
**Evil** 2-hand, S

Hatred +1: +1 vs. Goblinoids and Orcs

### +1 Full plate

+10

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-4</b>	DEX (1)	-	
Speed less than 30': -4 jump				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>-2</b>	STR (3)	-	
<b>Diplomacy</b>	<b>+8</b>	CHA (-2)	7	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>-4</b>	DEX (1)	-	
<b>Fly</b>	<b>-4</b>	DEX (1)	-	
<b>Heal</b>	<b>+12</b>	WIS (2)	7	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Perception</b>	<b>+2</b>	WIS (2)	-	
Stonecunning: +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors				
<b>Ride</b>	<b>+6</b>	DEX (1)	7	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Stealth</b>	<b>-4</b>	DEX (1)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>-2</b>	STR (3)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Blind-Fight  
Cleave  
Great Cleave  
Martial Weapon Proficiency - All  
Power Attack -2/+4  
Shield Proficiency  
Simple Weapon Proficiency - All

### Special Abilities

Aura of Courage +4 (10' radius) (Su)  
Aura of Good (Ex)

## Gear

**Total Weight Carried: 80.86/230lbs, Medium Load (Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

+1 Full plate	50 lbs
+1 Holy Greataxe	12 lbs
Artisan's outfit (Free)	-
Backpack (3 @ 6 lbs)	2 lbs
Everburning torch <In: Backpack (3 @ 6 lbs)>	1 lb
Flint and steel <In: Backpack (3 @ 6 lbs)>	-
Holy symbol, silver (Philiandrus)	1 lb
Money	0.86 lbs
Ring of protection +1	-
Silk rope <In: Backpack (3 @ 6 lbs)>	5 lbs
Waterskin x2	4 lbs

## Special Abilities

Darkvision (60 feet)  
Defensive Training +4  
Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)  
Greed  
Hardy +2  
Hatred +1  
Lay on Hands (3d6) (1/day) (Su)  
Mercy (Diseased) (Su)  
Mercy (Shaken) (Su)  
Slow and Steady  
Smite Evil (3/day) (Su)  
Stability +4  
Stonecunning +2

## Spell-Like Abilities

Detect Evil (At will) (Sp)

## Tracked Resources

Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)   
Lay on Hands (3d6) (1/day) (Su)   
Smite Evil (3/day) (Su)

## Languages

Common

Dwarven

## Spells & Powers

**Paladin Spell DC: 8 + spell level**

CL: 4 (vs. SR: +4, Concentration: +2)

Melee Touch +10 Ranged Touch +8

Maximum Paladin spells per day:

## Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **38 GP, 5 SP**

## Companions

**Horse, heavy (combat trained), Horse, Heavy (Horse, Heavy +2, Advanced +0) - CL2 - CR 2**

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: +0; Armor Class: 15 / 13 Tch / 11 Fl

Fly **+2**, Perception **+8**, Stealth **+0**

Bite (Horse, Heavy) **Melee +5, 1d4+5**, x2

Hooves x2 (Horse, Heavy) **Melee +0 x2, 1d6+2**, x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Charges: Feed (per day) - **0/10**, Trail rations - **0/10**

## Background

Callion grew up in a dwarven city with all the normal expectations of becoming a miner or sculptor when he was older. He worked hard, but had one major disagreement with his clan. Callion felt that the races that lived above ground and the future of his people were linked. If something threatened them, something threatened his people.

Eventually, his views forced him to leave his clan, to avoid disrespecting the elders. He worked to the surface and found that many things threatened the world that the dwarves either didn't know about or didn't care about.

Callion roams across the human kingdoms, helping spread the concepts of justice, law, and mercy throughout the land while fighting to protect the innocent.

## Horse, heavy (combat trained)

Horse, Heavy (Horse, Heavy +2, Advanced +0) - CL2 - CR 2

True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	20	+5	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	21	+5	
<b>Endurance:</b> +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	17	+3	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8 =	+3	+5				

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation

<b>REFLEX</b> (DEXTERITY)	+7 =	+3	+4			
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<b>WILL</b> (WISDOM)	+3 =		+3			
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	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	15 =			+4	-1	+2			

<b>Touch AC</b>	13	<b>Flat-Footed AC</b>	11
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	BAB	Strength	Size	Misc	
<b>CM Bonus</b>	+7 =	+1	+5	+1	-

	BAB	Strength	Dexterity	Size	
<b>CM Defense</b> 25 vs. Trip	21 = 10	+1	+5	+4	+1

<b>Base Attack</b>	+1	<b>HP</b>	19
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	Initiative	Speed	Damage / Current HP
	+4	50 ft	

### Bite (Horse, Heavy)

Main hand: **+5, 1d4+5** Crit: x2  
Light, B/P/S

### Hooves x2 (Horse, Heavy)

Main hand: **+0, 1d6+2** Crit: x2  
Light, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+4	DEX (4)	-	
<b>Speed greater than 30'</b> : +8 jump, <b>Run</b> : +4 to jump with a running start				
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+5	STR (5)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+2	DEX (4)	-	
<b>Heal</b>	+3	WIS (3)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Perception</b>	+8	WIS (3)	2	
<b>Ride</b>	+4	DEX (4)	-	
<b>Military saddle</b> : +2 circumstance bonus to stay in the saddle				
<b>Sense Motive</b>	+3	WIS (3)	-	
<b>Stealth</b>	+0	DEX (4)	-	
<b>Survival</b>	+3	WIS (3)	-	
<b>Swim</b>	+5	STR (5)	-	
<b>Endurance:</b> +4 to resist nonlethal damage from exhaustion				

### Feats

Endurance  
Run

### Animal Tricks

Attack [Trick] (Combat Riding [Trick])  
Combat Riding [Trick]  
Come [Trick] (Combat Riding [Trick])  
Defend [Trick] (Combat Riding [Trick])  
Down [Trick] (Combat Riding [Trick])  
Guard [Trick] (Combat Riding [Trick])  
Heel [Trick] (Combat Riding [Trick])

### Special Abilities

Low-Light Vision  
Scent (Ex)

## Gear

**Total Weight Carried: 169/1200lbs, Light Load**  
**(Light: 399lbs, Medium: 798lbs, Heavy: 1200lbs)**

Bit and bridle	1 lb
Feed (per day) x10 <In: Saddlebags (21 @ 130 lbs)>	10 lbs
Military saddle	30 lbs
Money	-
Saddlebags (21 @ 130 lbs)	8 lbs
Tent, small <In: Saddlebags (21 @ 130 lbs)>	20 lbs
Trail rations x10 <In: Saddlebags (21 @ 130 lbs)>	1 lb

## Experience & Wealth

Experience Points: **0/5000**  
Current Cash: **You have no money!**

## Tracked Resources

Feed (per day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>