

# Trystan Rose

Player: Matt

Half-elf paladin (divine hunter) 1, Mendev Crusaders

faction - CR 1/2

Lawful Good Humanoid (Elf, Human); Deity: **Shelyn**; Age: 24; Height: 5' 9"; Weight: 135lb.

Ability	Score	Modifier	Temporary					
<b>STR</b> STRENGTH	<b>15</b>	<b>+2</b>						
Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar								
<b>DEX</b> DEXTERITY	<b>17</b>	<b>+3</b>						
Elven Immunities: +2 vs. enchantments								
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>						
Elven Immunities: +2 vs. enchantments								
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>						
Elven Immunities: +2 vs. enchantments								
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>						
Elven Immunities: +2 vs. enchantments								
<b>CHA</b> CHARISMA	<b>15</b>	<b>+2</b>						
Elven Immunities: +2 vs. enchantments								
Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes	
<b>FORTITUDE</b> (CONSTITUTION)	+3	=	+2	+1				
Elven Immunities: +2 vs. enchantments								
<b>REFLEX</b> (DEXTERITY)	+3	=		+3				
Elven Immunities: +2 vs. enchantments								
<b>WILL</b> (WISDOM)	+2	=	+2					
Elven Immunities: +2 vs. enchantments								
<b>Elven Immunities</b>		<b>Elven Immunities - Sleep</b>						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 13	=		+3					
<b>Touch AC</b>	13	<b>Flat-Footed AC</b>		10				
		BAB	Strength	Size	Misc			
<b>CM Bonus</b>	+3	=	+1	+2	-	-		
		BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	16	= 10	+1	+2	+3	-		
<b>Base Attack</b>		+1		<b>HP</b>	12			
<b>Initiative</b>		+3		Damage / Current HP				
<b>Speed</b>	<b>30 / 20 ft</b>							
<b>Greataxe</b>								

Both hands: **+3, 1d12+3** Crit: x3  
2-hand, S

## Longbow

Ranged, both hands: **+4, 1d8** Crit: x3  
Rng: 100'  
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+0</b>	DEX (3)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>-1</b>	STR (2)	-	
<b>Diplomacy</b>	<b>+10</b>	CHA (2)	1	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (3)	-	
<b>Fly</b>	<b>+0</b>	DEX (3)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (religion)</b>	<b>+5</b>	INT (1)	1	
<b>Perception</b>	<b>+2</b>	WIS (0)	-	
Perform (wind instruments)	<b>+7</b>	CHA (2)	1	
<b>Ride</b>	<b>+0</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+0</b>	DEX (3)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>-1</b>	STR (2)	-	

## Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Martial Weapon Proficiency - All  
Point-Blank Shot  
Precise Shot  
Shield Proficiency  
Simple Weapon Proficiency - All  
Skill Focus (Diplomacy)

## Traits

Dilettante Artist (Perform [wind instruments], Perform Touched by Divinity (Shield, 1/day)

## Special Abilities

Aura of Good (Ex)  
Elf Blood  
Low-Light Vision  
Smite Evil (1/day) (Su)

## Spell-Like Abilities

Detect Evil (At will) (Sp)

## Studded leather

+3

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light

## Experience & Wealth

Experience Points: **0/2000**  
Current Cash: **5 gp, 1 sp**  
Mendev Crusaders: **Fame: 0, PP: 0**

## Gear

**Total Weight Carried: 74.12/200lbs, Medium Load  
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Artisan's outfit (Free)

Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Belt pouch (empty)	0.5 lbs
Crowbar	5 lbs
Grappling hook	4 lbs
Greataxe	12 lbs
Holy symbol, silver (Shelyn)	1 lb
Hooded lantern	2 lbs
Longbow	3 lbs
Money	0.12 lbs
Musical instrument: Flute	3 lbs
Oil x2	1 lb
Rope	10 lbs
Signet ring	-
Studded leather	20 lbs
Trail rations x2	1 lb
Waterskin	4 lbs

## Tracked Resources

Smite Evil (1/day) (Su)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input checked="" type="checkbox"/>

## Languages

## Spells & Powers

**Paladin (Divine Hunter) spells memorized** (CL 0th; concentration +2)  
**Melee Touch +3 Ranged Touch +4**