

SPECIAL ABILITIES/FEATS RACE ABILITIES 92511/105000 Greyhawk: Dark Birthright . Base land speed of 30 feet. Bonus Feat: 1st level bonus feat PERIFNCE POINTS • Favored Class: Any **GEAR** - CLASS ABILITIES • Proficient in all armor, and all shields(including tower shields) ARMOR/PROTECTIVE ITEM Proficient with all simple and martial weapons Aura of Good(Ex): You have a overwhelming aura of Good. +2 Mithral full plate Medium +10 +3 • Turn Undead(Su): Can turn undead 8 times per day. A turning check is made on 1d20+7; turning damage is equal to 2d6+13 on a successful check. · Code of Conduct: You must remain Lawful Good. You must respect 25% 20 25 -3legitimate authority, act with honor, help those in need, and punish those that harm or threaten innocents. You must never knowingly SHIELD/PROTECTIVE ITEM associate with evil characters, or those that consistently offend your moral code Detect Evil(Sp): At will, as the spell. • Smite Evil(Su): 3 time(s) per day, you can add +5 to your attack roll; if the creature you strike is evil, you inflict an extra 11 points of damage. Divine Grace(Su): Add +5 to all saves. OTHER POSSESSIONS • Lay on Hands(Su): As a standard action, you can heal yourself or someone else. You can cure a total of 55 points of damage per day. These points can also be used to harm undead. heavy steal shield +1 Aura of Courage(Su): You are immune to fear. All allies within 10 bag of holding type 1 feet of you gain a +4 morale bonus to save against fear effects. • Divine Health(Ex): You are immune to all diseases, including magical diseases such as mummy rot and lycanthropy. Spells: You can now cast Paladin spells. Your caster level is 5. . Special Mount(Sp): You can now call an especially intelligent, strong, and loyal steed to serve you. • Remove Disease(Sp): You can cast remove disease 2 time(s) per week, as the spell. Defensive Stance(Ex): At the start of any turn when you are within 5 ft. of an ally with fewer hit die than you, you can transfer up to 2 point of AC to the ally (making your own AC worse by the same amount). • Shining Beacon(Su): All of your allies gain a +4 morale bonus on Magic Items Equipped by Slot saves versus fear effects when they stand within 10 feet of you. If Ring Slot (RH) you are paralyzed, unconscious, or otherwise rendered helpless, your allies lose this bonus Ring of feather falling (2200 GP) • Best Effort(Ex): You gain a +2 bonus to any one skill check you Ring Slot (LH) make, once per day. You must declare that you are using this ability Ring of protection (+2) (8000 GP) before you make the skill check. Supreme Cleave: You can take a 5-foot step between attacks when Hand Slot using the Cleave or Great Cleave feat. • Multiclass Note: Paladins or samurais who become knight protectors (none) (0 GP) may continue advancing in their original class Arm Slot FEATS – (none) (0 GP) • Exotic Weapon Proficiency (PH 94) (Sword, Bastard) : No penalty on **Head Slot** attacks with specific exotic weapon. • Iron Will (PH 97)2: +2 bonus on Will saves. Angelhelm (10000 GP) Mounted Combat (PH 98): Negate hits on mount with Ride check. Face Slot • Ride-By Attack (PH 99): Move before and after a mounted charge. (none) (0 GP) Spirited Charge (PH 100): Double damage with mounted charge. Power Attack (PH 98): Trade attack bonus for damage (up to base Shoulder Slot attack bonus) Cloak of charisma (+4) (16000 GP) Cleave (PH 92): Extra melee attack after dropping target. • Great Cleave (PH 94): No limit to cleave attacks each round. Amulet of natural armor (+2) (8000 GP) Body Slot (none) (0 GP) **Torso Slot** (none) (0 GP) **Waist Slot** Belt of giant strength (+4) (16000 GP) Feet Slot (none) (0 GP) 30 TOTAL WEIGHT CARRIED LANGUAGES Common Celestial Gith CARRYING INFO TURN ATTEMPTS +7 Used 401-600 1-200 201-400 MED LOAD LOAD Check d(Max HD) 2d6+13 Up to 0 600 1,200 3,000 If your cleric level is double 1-3 5 the HD of the undead or LIFT OVER more, the undead are destroyed rather than 4-6 6 MONEY destroyed rather than turned. Dispelling rebuking works like turning, but you must equal or exceed the check result of the cleric who rebuked. 7-9 10-12 500 13-15 9 16-18 10 19-21 11 Art 22+ 12