Ludgar of Shiboleth					DRL PLAYER				. DUNGEONS					F	
	Fighter/Marshal Human				Male Neutral Good ALIGNMENT				ter Gods						
4/2	Medium		Humanoid (H	uman)	24 5'9" 195		Haze	Hazel Rusty		PRAGONS					
LEVEL	SIZE ABILITY A	ABILITY	TEMP. TEMP.		ige Total	HEIGHT	WEIGHT VOUNDS/CURRENT HP	EYES	HAIR NONLETHAL DAMAGE	CHAR	ACTER	RECOF	RD SHEE	ΞT	
STR STR STRENGTH	15	+2	SCORE MODIFIER	HP HIT POINT	53		VOONES/CONNENT III		NONEL TIAL DAWNGE			20 ft/x			
DEX DEXTERITY	15	+2		AC ARMOR CLA		= 10 +	+9 + +0 +	+1		-0 + +0	-5				
CON	14	+2			TOTAL	•	ARMOR SHIELD BONUS BONUS	DEX MODIFIER	SIZE NATURAL DEF MODIFIER ARMOR M	D MISC MOD	ARMOR CHECK PENALTY		DAMAGE REDUC	TION	
INT	14	+2		TOUC ARMOR CLA			-FOOTED 19	SSCLASS	SKILL NAME	(ILLS KEY	SKILL	ABILITY	MAX RANKS	9 / 4.5 MISC.	
WIS	13	+1						× /	Appraise ¹	ABILITY INT	MODIFIER +2	MODIFIER 2	+	MODIFIER +	
WISDOM					TATIVE ODIFIER	+2	= +2 +	\boxtimes	Balance ¹	DEX*	-3	= 2	+	+ -5	
CHA CHARISMA	12	+1		_		TOTAL	DEX MISC. MODIFIER MODIFIER		Bluff ¹ Climb ¹	CHA STR*	+3	= 1 2	+ 2 4	+ -5	
SAVING THE		TOTAL	BASE ABILITY MODIFIER	7 - 7 -	MODIFIER MO	DDIFIER CONE	DITIONAL MODIFIERS		Concentration ¹ Craft skills ¹	CON INT	+2	= 2	+	+	
(CONSTITUT		+9	+7 + +2	+ +0 +	+0 +				Craft (siege weapons)1	INT	+5	= 2	+ 3	+	
REFLE (DEXTERI		+3	+1 +2	+ +0 +	+0 +				Diplomacy ¹	CHA	+6	= 1	+ 2	+ 3	
		_							Disguise ¹	CHA	+1	= 1	+	+	
WILL (WISDON		+5	+4 + +1	+ +0 +	+0 +				Escape Artist¹ Forgery¹	DEX* INT	-3 +2	= 2	+	+ -5	
			1	TEMP.		SPEL			Gather Information ¹	CHA	+1	= 1	+	+	
BASE AT	TACK BON	IUS	+5			RESIST/		□ I	Handle Animal	CHA	+6	= 1	+ 5	+	
GRAPPL	E +7		+5 + +2 +	+0 + +0	1	ARCANE	SPELL		Heal ¹	WIS	+1	= 1	+	+	
MODIFIER	Τ,	┙┕	ASE STR	SIZE MISO		FAILU	RE	1	Hide ¹	DEX*	-3 +6	= 2	+	+ -5	
	TOTAL			MODIFIER MODIF				-	ntimidate¹ Jump¹	CHA STR*	-7	= 1	+ 5 + 2	+ + -11	
			TOTAL	BASE ATTACK BON	JS STR MODIFIE	SIZE R MODIFIER	MISC. TEMP. MODIFIER MODIFIER		Knowledge (geography)	INT	+3	= 2	+ 1	+	
MELE			+7 =	+5	+ +2	+ +0	+ +0 +		(nowledge (history)	INT	+5	= 2	+ 3	+	
ATTACK BO	DNUS			10			1 +0		Knowledge (nobility)	INT	+5	= 2	+ 3	+	
RANG! ATTACK BO			+7 =	+5	+ +2	+ +0	+ +0 +		Knowledge (religion)	INT	+4	= 2	+	+	
ATTACK BO	JNUS		TOTAL	BASE ATTACK BON	JS DEX MODIFIE	SIZE R MODIFIER	MISC. TEMP. MODIFIER MODIFIER		Knowledge (tactics)	INT	+6	= 2	+ 4	+	
								ш.	Listen¹ Move Silently¹	WIS DEX*	+3 -3	= 1 2	+ 2	+ -5	
W	/EAPON		TOTAL ATTAC	K DONIJO	24	MAGE	CRITICAL		Perform skills1	CHA	+1	= 1	+	+ -3	
	1 Halberd		+9	K BONUS		0+6	20/x3	-	Ride ¹	DEX	+9	= 2	+ 5	+ 2	
	/EIGHT	TYPE	SIZE			L PROPERTIES	20/10	⊠ 5	Search ¹	INT	+2	= 2	+	+	
1	2 lb	P/S	Medium		Se	et,Trip			Sense Motive ¹	WIS	+4	= 1	+ 3	+	
AMMUNITIO	N					0000 0	0000 00000	1	Speak Language Spot¹	INT WIS	+4	= = 1	+ 1 - 3	+	
W	/EAPON		TOTAL ATTAC	K BONUS	DAI	MAGE	CRITICAL		Survival ¹	WIS	+4	= 1	+ 3	+	
+1	1 Halberd		+3		1d	6+2	20/x2		Swim¹	STR**	-6	= 2	+ 2	+ -10	
RANGE W	/EIGHT	TYPE	SIZE		SPECIA	L PROPERTIES		× (Jse Rope ¹	DEX	+2	= 2	+	+	
	2 lb	В	Medium		Spin-Atta			_		<u></u>		=	+	+	
AMMUNITIO	VEAPON							_				-	+	+	
	rk heavy po	leaxe	TOTAL ATTAC	K BONUS		^{mag} ≡ 6+3	20/x3	-		<u> </u>		=	+	+	
	/EIGHT	TYPE	SIZE			L PROPERTIES		-				=	+	+	
AMMUNITIO		P/S	Medium			ch10,Set] - , -				=	+	+	
	/EAPON							_				<u> </u>	+	+	
	Short Sword		+8	K BONUS		mage 6+3	19-20/x2	-					+	+	
	VEIGHT	TYPE	SIZE			L PROPERTIES	10 20/12	-			-	=	+	+	
	2 lb	Р	Medium			alows		_					+	+	
AMMUNITIO								_					+	+	
	/EAPON		TOTAL ATTAC	K BONUS		MAGE	CRITICAL	-					+	+	
	work shortb ишант	OW	+8 SIZE			d6 L PROPERTIES	20/x3	-					+	+	
	2 lb	Р	Medium			-handed		_				=	+	+	
AMMUNITIO	N							-				=	+	+	
W	/EAPON		TOTAL ATTAC	K BONUS	DA	MAGE	CRITICAL	-					+	+	
Masterwo	ork heavy m	nace	+8		1d	8+2	20/x2	=		_ -			+	+	
	VEIGHT	TYPE	SIZE			L PROPERTIES	•	-	Skills marked with ¹ can be us	sed normally ever	if the chars	acter has 74	+ ero (0) skill r	anks.	
	8 lb	В	Medium			-handed]	Skills marked with ⊠ are crost ARMOR CHECK PENALT	s-class skills.					
AMMUNITIO	N							1		ppcc. 1 vvi			up		

	Red Hand	of Doon	n		15425/21000				SPECIAL ABILITIES/FEATS — RACE ABILITIES —					
						Base land speed of 30 feet. Favored Class: Any								
CAMPAIGN					EXPERIENCE POINTS				— CLASS ABILITIES —					
GEAR									Proficient in all armor, and all shields(including tower shields) Proficient with all simple and martial weapons, and with Heavy Poleaxe.					
ARMOR/P	PROTECTIVE	ITEM	TYP		ARMOR BONUS		MAX DEX BONI	JS	 Auras(Ex): You may project one minor and one major aura at a time. 					
	Full plate		Hea	vy	+9		+1		Minor Auras Master of Tactics: +1 bonus on damage rolls when flanking.					
аср —5	SPELL FAILURE	SPEED 20	w≡igнт 50		SPECIA	L PROPERT	TIES		Major Auras Motivate Care: Your allies gain +1 to AC.					
	ļ	<u> </u>	50						— FEATS —					
SHIELD/P	ROTECTIVE	TEM	ARM	OR BONU	IS WEIGHT	CHECK	PENALTY SPELL	FAILURE	Combat Expertise Combat Reflexes					
									Exotic Weapon Proficiency (Poleaxe, Heavy)					
				SPECIAL P	ROPERTIES				Skill Focus (Diplomacy²) Two-Weapon Fighting					
									Weapon Focus (Halberd)					
			OTHE		SSESSIONS			Mat	Weapon Specialization (Halberd) Spinning Halberd					
+1 Halberd	ПЕМ			Wgt 12	Warhorse, Lt	ПЕМ		Wgt						
	ort, Glowing +1			2	Saddle, Military									
+1 Full Plat	te Mail			-	Saddle Bag, 2x									
Signal Whi	istle			-	Bit & Bridle									
Waterskin Whetstone				4 1	Poleaxe, Heavy, MW Field Provisions Box (MHp43)									
Backpack				2	Shortbow, MW									
Flint & Stee	el			-	Arrows, 20x									
Healer's Kit	t			1	Buckler (+1AC,-1	IACP)								
					Spade									
					Tent Waterskin									
					Bedroll									
					Blanket, Winter									
					Lantern, Hooded									
					Oil Sword, Short, M	Λ/								
					Mace, Heavy, M									
					mass, risary, mi									
					TOTAL WEIGHT CA	RRIED)	72						
		NO.	TES				LANGUAGES							
WHorse Tri	icks:					Com	ımon							
Attack							dian, Old							
Come							e Signals		O IRRUNIO IVICO					
Defend						Battl	e Semaphore		CARRYING INFO TURN/REBUKE ATTEMPTS					
Down Guard									TurningRebuking Check Modifier					
Heel						l			1-00 07-133 134-200					
							-		LIGHT HEAVY LOAD MED LOAD LOAD Tirnion/Bo Med Present I Indeed					
									TurningRe Most Powerful Undead bulking Metal Medical # of HD Turned/Rebulked					
						l —			200 400 1,000 Up to 0 2d6 1-3 If your cleric level is					
						l —			LIFT OVER LIFT OFF PUSH HEAD GROUND DRAG 4-6 undead or more, the					
									HEAD GROUND BRAG 4-0 undead are undead are destroyed/commanded					
									MONEY 10-12 destroyed Commanded rather than the commanded by the commanded					
									CP 13-15 turned/rebuked. Dispelling rebuking/turning works like					
						l —			SP 16-18 turning/rebuking, but you must equal or exceed the state of the claric state					
-						l —			PP 19-21 check result of the cleric who rebuked/turned.					