Sir Karic	:k		Josh Freeman		REGION	ΥĐ	UNGEONS		
Knight		Human RACE	Male Lawful GENDER ALIGNMENT	Neutral	DEITY				
14 LEVEL	Medium	Humanoid (human, dragonblood)	40 5'11 AGE HEIGHT	165	purple salt and pepper	1			
ABILITY NAME	ABILITY ABIL SCORE MODI	TY TEMP. TEMP.	TOTAL	WOUNDS	NONLETHAL DAMAGE	CHARACT	ER RECORD SHEET		
STR STRENGTH	22 +						30 ft/x3		
DEX DEXTERITY	13 +	1 A	CLASS = IU T	+10 + +3 +	+1 + +0 + +1 + +3		-6		
CON CONSTITUTION	19 +	4	TOTAL	ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLEC MODIFIER MODIFIER ARMOR MOD		ARMOR DAMAGE REDUCTION CHECK PENALTY		
INT INTELLIGENCE	14 +	Z TOU	JCH 15 FLAT-	FOOTED 28	SKILL NAME	KEY SP	MAX RANKS 17/8.5 KILL ABILITY RANKS MISC. DIFIER MODIFIER MODIFIER		
WIS	11 +	0			Appraise¹		MODIFIER		
CHA	20 +	<u> </u>	MODIFIER +5	= +1 + +4	 ☑ Balance¹ ☑ Bluff¹ 		<u>-5 = 1 + + -6</u> +5 = 5 + +		
CHARISMA		BASE ABILITY MISC. &		MODIFIER MODIFIER	□ Climb¹		+ -6		
FORTIT		AL SAVE MODIFIER MAGIC	MODIFIER	NO DI ILI	 ☑ Concentration¹ ☑ Craft skills¹ 		+4 = 4 + + + + + + + + + + + + + + + + +		
(CONSTITUT		3 = +4 + +4 + +1			□ Diplomacy¹		15 = 5 + 6 + 4		
REFLE (DEXTERIT		6 = +4 + +1 + +1	+		☑ Disguise¹		<u>+5</u> = 5 + +		
WILL			 		 ✓ Escape Artist¹ ✓ Forgery¹ 		-5 = 1 + + -6 +2 = 2 + +		
(WISDOM	, +1	0 = +9 + +0 + +1	+		☑ Gather Information¹		5 = 5 + +		
DAGE 47	TACK DON	TEMP.	SPEL		☐ Handle Animal	CHA +	16 = 5 + 11 +		
BASE AT	TACK BONU	S +14/+9/+4	RESISTA ARCANE S	NCE	Heal¹		++		
GRAPPL	E +20	= +14 + +6 + +0 +	+0 FAILUR				-5 = 1 + + -6 19 = 5 + 12 + 2		
MODIFIER	TOTAL	BASE STR SIZE	MISC. DDIFFER ACTION PO	OINTS	☐ Jump¹		19 = 3 + 12 + 2		
	IOIAL	ATTACK MODIFIER MODIFIER MA			☐ Knowledge (nobility)		14 = 2 + 12 +		
		TOTAL BASE ATTACK E	ONUS STR SIZE MODIFIER MODIFIER	MISC. TEMP. MODIFIER MODIFIER	☑ Listen¹		+4 + +		
MELE ATTACK BO		+20/+15/+10 = 14	+ +6 + +0	+ +0 +	 ✓ Move Silently¹ ✓ Perform skills¹ 		<u>-5</u> = 1 + + -6 -5 = 5 + +		
RANGE	ED	.15/.10/.5	+ +1 + +0		☐ Ride¹		15 = 3 + + 2		
ATTACK BO		+15/+10/+5 = 14 TOTAL BASE ATTACKE	ONUS DEX SIZE	+ +0 + MISC. TEMP.	Search¹		12 = 2 + +		
			MODIFIER MODIFIER	MODIFIER MODIFIER	Sense Motive¹ ■		+5 + 5 +		
W	EAPON				 ✓ Speak Language ✓ Spot¹ 	INT WIS 4	+ 1 + 1 + 2		
	djratha	TOTAL ATTACK BONUS +22/+17/+12	DAMAGE 1d8+8	17-20/x2	Survival¹		+0 = + +		
RANGE W	•	YPE SIZE	SPECIAL PROPERTIES	17-20/82	☐ Swim¹		-6 = 6 + + -12		
0 ft 4	1 lb	S Medium	Parrying, Psibar	ne	☑ Use Rope¹	DEX 4	+ <u>1 </u>		
AMMUNITIO	AMMUNITION = + + = + + +								
W	EAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL			++		
	1 Lance	+21/+16/+11	1d8+10	20/x3		_	= + +		
		P Medium	special properties Two-handed			_	=+_+		
AMMUNITIO			00000 00000 00			_	= + +		
	EAPON ork mornings	tar +21/+16/+11	DAMAGE 1d8+6	critical 20/x2		_	= + +		
RANGE W	EIGHT T	ype size 5/P Medium	special properties One-handed	20,7,12		_	= + +		
AMMUNITIO						_	= + +		
	EAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL			+++		
	site Longbov	v +15/+10/+5	1d8 SPECIAL PROPERTIES	20/x3		_	= + +		
		P Medium	Two-handed			_	= + +		
AMMUNITIO	N	· · ·	00000 00000 00			_	= + + +		
W	EAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL			= + +		
						_	= + +		
RANGE W	EIGHT T	YPE SIZE	SPECIAL PROPERTIES	<u>'</u>			= + +		
						_	=++ = + +		
AMMUNITIO	N	<u></u>	00000 00000 0			_	= + +		
W	EAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL		_	= + +		
						_	=++		
RANGE W	EIGHT T	YPE SIZE	SPECIAL PROPERTIES	•	Skills marked with 1 can be use	ed normally even if t	= + + + he character has zero (0) skill ranks.		
					Skills marked with ⊠ are cross	-class skills.			
AMMUNITIO	N		00000 00000 0		* ARMOR CHECK PENALTY	applies. ** Twice	ARMOR CHECK PENALTY		

		SPECIAL ABILITIES
Greyhawk: Dark Birthright	107,015 / 120,000	— RACE ABILITIES —
CAMPAIGN	EXPERIENCE POINTS	Base land speed of 30 feet. Natural Weapons: 2 Claws(1d3+6),
GEAR		Low-Light Vision Bonus Feat: 1st level bonus feat
A DAMOD (DDOTECTIVE ITEM		Favored Class: Any TEMPLATE ABILITIES —
1112	ARMOR BONUS MAX DEX BONUS	• +2 Strength, +2 Constitution, +2 Charisma
+2 Full plate Heavy	+10 +1 SPECIAL PROPERTIES	+4 racial bonus on saves against magic sleep effects and paralysis. +2 racial bonus on Intimidate and Spot checks.
_5 35% 30 50		— CLASS ABILITIES — • Proficient in all armor, and all shields(except tower shields)
SHIELD/PROTECTIVE ITEM APMOR BONU		Proficient with all simple and martial weapons. (Proficient Order (Prof. Prof. Ph. Ph.))
+1 Heavy steel shield +3	weight check penalty spell failure	Knight's Challenge: 12/day (Pg. 25 PHB II)
SPECIAL PR		Fighting Challenge (Ex): + 3 (Pg. 25 PHB II) Test of Mettle (Ex): (Pg. 26 PHB II)
		Shield Block: You gain a +2 shield bonus to AC vs. a designated foe. Bulwark of Defense (Ex): Any opponent that starts it's turn in a
OTHER PO	SSESSIONS	square you threaten, treats all squares you threaten as difficult terrain. • Armor Mastery (Medium) (Ex): You can ignore the speed reduction
ITEM Wgt	ΠΕΜ Wgt	from medium armor.
backpack with waterskin 1 day ration		Vigilant Defender (Ex): If a enemy tries to use the Tumble skill to move through an area you threaten or your square, the DC for the
bedroll		check is increased by 14. • Shield Ally (Ex): As an immediate action, you can opt to take away
flint and steel		some of the damage dealt to an adjacent ally. Each time this ally is injured from a physical attack before your next turn, you may take
20 arrows		half this damage instead. This ability doesn't work on spell damage.
quiver		Call to Battle (Ex): (Pg: 26 of the PHB II) Armor Mastery (Heavy) (Ex): You can ignore the speed reduction from
		heavy armor. Daunting Challenge (Ex): (Pg 26 PHB II)
		Improved Shield Ally (Ex): Like Shield Ally, except you can absorb
	Magic Items Equipped by Slot	all damage dealt to an adjacent ally. You may also choose to continue to take half the damage dealt to an adjacent ally. You must choose to
	Ring Slot (RH)	use this ability after the hit is successful but before the damage is determined. — FEATS —
	Ring of protection (+3) (18000 GP)	Combat Expertise (PH 92) : Trade attack bonus for AC (max 5 points). Improved Critical (PH 95) (Longsword) : Double threat range of weapon.
	Ring Slot (LH)	Improved Initiative (PH 96): +4 bonus on initiative checks.
	(none) (0 GP) Hand Slot	Leadership (PH 97): Attract cohort and followers. Mounted Combat (PH 98) ² : Negate hits on mount with Ride check.
		Ride-By Attack (PH 99): Move before and after a mounted charge. Spirited Charge (PH 100): Double damage with mounted charge.
	Arm Slot	Power Attack (PH 98) : Trade attack bonus for damage (up to base
	() (*)	attack bonus). Cleave (PH 92): Extra melee attack after dropping target.
	Head Slot (none) (0 GP)	
	Face Slot	
	(none) (0 GP)	0
	Shoulder Slot	
	Cloak of charisma (+2) (4000 GP) Neck Slot	2
	(none) (0 GP)	0
	Body Slot	4
	(none) (0 GP) Torso Slot	0
		0
	Waist Slot	
	Belt of giant strength (+4) (16000 GP)	1
	Feet Slot (none) (0 GP)	
		8
NOTES	LANGUAGES	
	Common	7
	Celestial	
	Draconic Dwarven	CARRYING INFO TURN/REBUKE ATTEMPTS
	Dwaiveil	
		173 346 520 Times/Day Used Turning/Rebuking Check Modifier
		LIGHT
		LOAD MED LOAD LOAD TurningRe Most Powerful Undead buking Affected(Max HD) # of HD TurnedRebuked
		520 1,040 2,600 Up to 0 2d6
		LIFT OVER LIFT OFF PUSH 1-3 If your cleric level is double the HD of the undead or
		HEAD GROUND DRAG 4-6 more, the undead are destroyed/commanded
		PP 10.13 Dispelling rebuking/turning
		GP 13-15 but you must equal or
		SP exceed the check result of the cleric who rehulked turned
		CP 19-21 rebuked/turned.
		Gems 22+
		Other (GP)