	The (Quintes	ssent	ial P	aladin		-	
CHARACTER CLASS CHARACTER CONCE SUBRACE PATRON DEITY / REI PLACE OF ORIGIN	PT			PLAYER LEVEL	 Т		(D)
ABILITY SCOR			POINTS	•		ARMOU	R	
STRENGTH DEXTERITY CONSTITUTION INTELLIGENCE	CORE MODIFIER SCO	ORE MODIFIER	MG		= 10 +		MOD	IFIERS Y RANKS MISC
WISDOM CHARISMA		DA RE	ITH DINTS AMAGE EDUCTION		ALCHEMY ANIMAL EMPATHY APPRAISE ✓ BALANCE ✓ BLUFF ✓	Y / N INT Y / N CHA Y / N INT Y / N DEX * Y / N CHA		
SMOUND REFLEX (DEX) WILL (WIS)		Y MAGIC MISC TEN		TERS	CRAFT ✓ (CRAFT ✓ (Y / N STR* Y / N CON) Y / N INT) Y / N INT) Y / N INT V / N INT		
LEEE (STR) RANGED (DEX)	TOTAL		MODIFIERS	MISC TEMP	DECIPHER SCRIPT DIPLOMACY ✓ DISABLE DEVICE DISGUISE ✓ ESCAPE ARTIST ✓ FORGERY ✓ GATHER INFORMATION	Y / N INT Y / N CHA Y / N INT Y / N CHA Y / N DEX * Y / N INT / Y / N CHA		
ACWHERDONED RESERVENCES CHARGE DE CONTRACE	* Revolutive Rectarger	Polisint, WEAPON AN	ND ARMOUR PRC	FICIENCIES	HANDLE ANIMAL HEAL ✓ HIDE ✓ INNUENDO INTIMIDATE ✓ INTUIT DIRECTION JUMP ✓	Y / N CHA Y / N WIS Y / N DEX* Y / N WIS Y / N CHA Y / N WIS Y / N STR*		
WEAPON ATK E	WEA ONUS DAMAGE [C	APONS	TVPE SIZE		KNOWLEDGE (KNOWLEDGE (KNOWLEDGE (KNOWLEDGE () Y / N INT) Y / N INT) Y / N INT) Y / N INT		
NOTES					LISTEN ✓ MOVE SILENTLY OPEN LOCK PERFORM())	Y / N WIS Y / N DEX* Y / N DEX Y / N CHA		
WEAPON ATK E	ONUS DAMAGE C	RITICAL RANGE	TYPE SIZE	HARD HPS	PICK POCKET	Y / N DEX* Y / N WIS Y / N INT		
WEAPON ATK E	ONUS DAMAGE C	RITICAL RANGE	TYPE SIZE	HARD HPS	RIDE ✓ SCRY ✓ SEARCH ✓ SENSE MOTIVE ✓	Y / N DEX Y / N INT Y / N INT Y / N WIS		
WEAPON ATK B	ONUS DAMAGE C	CRITICAL RANGE	TYPE SIZE	HARD HPS	SPELLCRAFT SPOT ✓ SWIM ✓	Y / N INT Y / N WIS Y / N STR★		
	ONUS DAMAGE C	CRITICAL RANGE	TYPE SIZE	HARD HPS	TUMBLE USE MAGIC DEVIC USE ROPE ✓ WILDERNESS LORE ✓	Y / N DEX* Y / N CHA Y / N DEX Y / N WIS		
10120						Y / N		

✓ CAN BE USED WITH 0 RANKS, * ARMOUR CHECK PENALTY APPLIES, ★ -1 PER 5 LBS OF EQUIPMENT

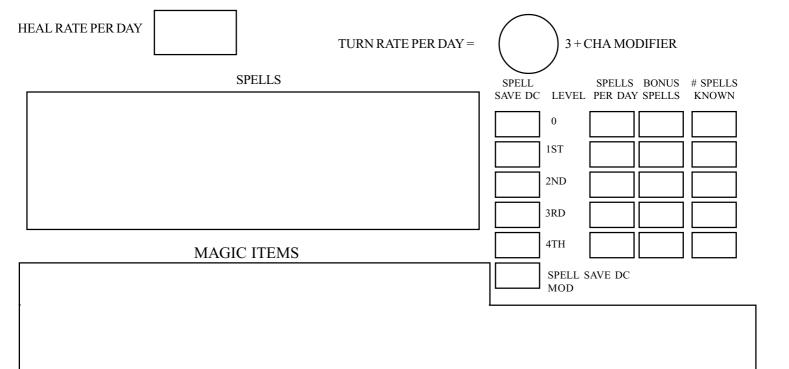
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EQUIPMENT

FEATS

ITEM	LOCATION	WT	ITEM	LOCATION	WT	NAN	ЛЕ	EFFECT
						CLA	SS/RACL	AL ABILITIES
						ABI	LITY	EFFECT
CURRENT LOAD			TOTAL WEIGHT C	ARRIED				
MOVEMENT / I	LIFTING		MONEY	& GEMS				
Movement Rate	Movement	t Ra	te CP -					
Walk (= Base)	Hour Walk							
Hustle	Hour Hustle		SP -					
Run (x 3)	Day Walk		GP -					
Run (x4)	Special							
Load Weight Carried		k Pen						
Light			- GEMS -					
Medium	+3 -:		x4					
Heavy	+1 -	6	x3					
								EXPERIENCE
							TOTAL E	XPERIENCE
LIFT OVER HEAD = MAX LOAD	LIFT OFF GRO = 2 X MAX LOAD	UND	PUSH OR DRAG = 5 x max load					
	LANGUA							
	· · · · · · · · · · · · · · · · · · ·							
							XPS NEE	DED FOR NEXT LEVEL

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BONDED WEAPON / RELIC / CUSTOS

	Bonus	Enhancen	nent			
Name	Hardness	Bonus	Int	Wis	Cha	Special Ability

SPECIAL MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА
NOTES														

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING	CODE OF HONOUR
	CODE:
PERSONALITY AND CHARACTER	TENETS:

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINEDAN	TRAINED ANIMALS													
ТҮРЕ	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	СНА	TRAINING SLOTS	TRICKS AND ATTITUDES