Sir Elric Reichtoven
CHARACTER'S NAME

Fighter / **Paladin**
CLASS

Superhero / Justiciar
TITLE

Doug Jones
PLAYER'S NAME

Human ,
RACE

Lawful / **Good**
ALIGNMENT

Pelor (N/G)
DEITY

8 / 8	Male	24 / 24	Left	6'-2"	254 lb.	Brown	Blonde
LEVEL	SEX	AGE / EQUIV	HAND	HEIGHT	WEIGHT	EYES	HAIR

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODF'R	TEMP SCORE	TEMP MODF'R
STR STRENGTH	19	4		
DEX DEXTERITY	17	3		
CON CONSTITUTION	17	3		
INT INTELLIGENCE	14	2		
WIS WISDOM	16	3		
CHA CHARISMA	13	1		
COMELINESS	12	0		

HP / AC

	TOTAL	WOUNDS / CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE	SPEED
HP HIT POINTS	146					3/--	d10/ d10 +3	20 ft.

	TOTAL	TOUCH	FLAT-FOOTED	HELPLESS	DEFENSIVE FIGHTING	TOTAL DEFENSE		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PNLTY	SPELL RESIST
AC ARMOR CLASS	30	14	29	24	32	34	AVAILABLE 0		60%	-8	15

INITIATIVE MODIFIER: 5 = 1 (DEX MODF'R) + 4 (MISC MODF'R)

SKILL POINTS / LEVEL 5/5   MAX RANKS 19 / 9.5

DAMAGE BONUS: 4 = 4 (STR MODF'R) + (MAGIC / TEMP MODF'R)

Saves

	TOTAL		BASE SAVE		ABILITY MODF'R		MAGIC MODF'R		MISC MODF'R		TEMP MODF'R
FORTITUDE (CONSTITUTION)	20	=	12	+	3	+	4	+	1	+	
REFLEX (DEXTERITY)	12	=	4	+	3	+	4	+	1	+	
WILLPOWER (WISDOM)	12	=	4	+	3	+	4	+	1	+	

CONDITIONAL MODIFIERS:
Immune to ALL disease
Immune to Fear
Fire Resistance 20

Attack

	TOTAL				BASE ATTACK BONUS				STR MODF'R	SIZE MODF'R	MISC MODF'R	TEMP MODF'R
MELEE ATTACK BONUS	20	15	10	5	= 16	11	6	1	+ 4	+ 0	+	+
RANGED ATTACK BONUS	19	14	9	4	= 16	11	6	1	+ 3	+ 0	+	+
	1st	2nd	3rd	4th	1st	2nd	3rd	4th	DEX MODF'R		MISC MODF'R	

Weapons

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
The Boss	+26; +21; +16; +11	d10 + 11	15-20 / x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	10	Slashing	Medium	Great Cleaving. Flaming (+d6 fire).

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Mty (3) Longbow, +2	+22; +17; +12; +7	d8 + 7	x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
110 ft.	3	Piercing	Large	

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Pale Piercer	+24; +19; +14; +9	d4 + 9	19-20 / x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	1	Piercing	Tiny	+5 to hit incorporeal & +2d6 damage

Armor

ARMOR	TYPE	ARMOR BONUS	MAX DEX BONUS
Pelor's Protection	Heavy	8 + 3 + 0	1

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	35%	20	50	Med. Fortification (75% NO crit hit)

Shield

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Animated Lrg. Steel, +3	2 + 3	17.5	-3	25%

SPECIAL PROPERTIES
Animated: frees up both hands while providing full protection

Ammunition

Arrow, +1 (9)
Arrow of Charm Animal (12)
Arrow, +2 (4)

SKILLS

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODF'R		ABILITY MODF'R		SKILL POINTS		MISC MODF'R
	ALCHEMY	INT		=		+		+	0
N/A	ANIMAL EMPATHY	CHA	N/A	=		+		+	0
	APPRAISE	INT	2	=	2	+		+	0
	BALANCE	* DEX	-4	=	3	+	2	+	-8
	BLUFF	CHA	3	=	1	+	4	+	0
x	CLIMB	* STR	-2	=	4	+	2	+	-8
x	CONCENTRATION	CON	3	=	3	+		+	0
x	CRAFT _____	INT	12	=	2	+	7	+	3
N/A	DECIPHER SCRIPT	INT	N/A	=		+		+	0
x	DIPLOMACY	CHA	3	=	1	+	2	+	0
	DISABLE DEVICE	INT		=		+		+	0
	DISGUISE	CHA	1	=	1	+		+	0
	ESCAPE ARTIST	* DEX	-5	=	3	+		+	-8
	FORGERY	INT	2	=	2	+		+	0
	GATHER INFORMATION	CHA	1.5	=	1	+	1	+	0
x	HANDLE ANIMAL	CHA	10	=	1	+	9	+	0
x	HEAL	WIS	5	=	3	+	2	+	0
	HIDE	* DEX	-5	=	3	+		+	-8
	INNUENDO	WIS		=		+		+	0
	INTIMIDATE	CHA	5	=	1	+	8	+	0
	INTUIT DIRECTION	WIS		=		+		+	0
x	JUMP	* STR	-2	=	4	+	2	+	-8
	KNOWLEDGE (ARCANA)	INT		=		+		+	0
x	KNOWLEDGE (RELIGION)	INT	14	=	2	+	12	+	0
	KNOWLEDGE (NATURE)	INT		=		+		+	0
	KNOWLEDGE (THE PLANES)	INT	4.5	=	2	+	5	+	0
	LISTEN	WIS	4	=	3	+	2	+	0
	MOVE SILENTLY	* DEX	-4.5	=	3	+	1	+	-8
	OPEN LOCK	DEX		=		+		+	0
	PERFORM_____	CHA	1	=	1	+		+	0
	PICK POCKET	* DEX		=		+		+	-8
x	PROFESSION _____	WIS		=		+		+	0
N/A	READ LIPS	INT	N/A	=		+		+	0
x	RIDE _____	DEX	20	=	3	+	15	+	2
0	SCRY	INT	2	=	2	+	0	+	0
	SEARCH	INT	7	=	2	+	10	+	0
	SENSE MOTIVE	WIS	4	=	3	+	2	+	0
	SPEAK LANGUAGE	none		=		+		+	0
	SPELLCRAFT	INT		=		+		+	0
	SPOT	WIS	8	=	3	+	10	+	0
x	SWIM	** STR	-15	=	4	+	4	+	-23
	TUMBLE	* DEX		=		+		+	-8
N/A	USE MAGIC DEVICE	CHA	N/A	=		+		+	0
	USE ROPE	DEX	3	=	3	+		+	0
	WILDERNESS LORE	WIS	3	=	3	+		+	0
x	FIRST IMPRESSION	COM	1	=	1	+		+	0
x				=		+		+	0

Gray box indicates the skill is available to any class, even with zero (0) skill ranks.

* Armor Check Penalty, if any, applies.   ** -1 to Swim per 5 lb. of gear.

An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

35,563	/	98,437
EXPERIENCE POINTS		EXPERIENCE POINTS (MULTI-CLASS)

GEAR

ITEM	WT.	ITEM	WT.
The Boss	10	Traveler's Outfit	
Mty (3) Longbow, +2	3	Quiver	10
Pale Piercer	1	**Ring of Protection, +3**	
Pelor's Protection	50	Double Sheath (for holding two swords at one side)	2
Animated Lrg. Steel, +3	17.5	**Browdow's Ring of Utmost Weapon Harm** [+1 to hit; +2 to dam; 4 abilities: 1) STR = 23 for 5 rnds; 2) Hit = max dmg for 5 rnds; 3) 4d8 HP; 4) one auto-hit]	
"Isaac" (Paladin's Mount) (see next page for details)		**Cloak of Resistance, +4**	2
Horseshoes of the Zephyr (horse runs 4 in off level surface, no tracks)		**Ring of Coolness** (protects from the jungle heat)	
Heavy Lance w/Insignia		**Backpack**	2
		Weapon Maintenance Kit	1
		Camp Kit (Waterskin, knife, cutlery, mess kit, flint/steel)	5
		Everburning Torch	0.5
		Horn of Goodness	1
		Bloodstone (2)	
		Vial Holy Water (3)	1.5
		Sabre Teeth	
Potion Belt (holds 10)		Silk Rope [50 ft.]	5
Haste (2)	0.5	Beef Jerky	
Keoghtom's Ointment (1@2 apps / 1@5 apps)	0.5	Scroll of *Light*	
Cure Light Wounds (7)	1.75		
		Colt .45 Revolver (6-shot…100 bullets… d10 dmg, 20/x3…100-ft inc.)	
		TOTAL WEIGHT CARRIED	114
		TOTAL WEIGHT	368

MONEY / TREASURE ITEMS

	WEIGHT			
CP:	0.0	**IN BANK**		
	GP VALUE	1150 gp		
SP:	0.00	Emerald [75 gp] (10)		
GP:	**TITHE!**			
PP:				

SPECIAL ABILITIES / FEATS

Improved Initiative (+4 to initiative)

Power Attack (up to base attack…minus attack bonus & add to damage)

Exotic Weapon Proficiency, Bastard Sword

Weapon Focus, Bastard Sword (+1 to hit)

Cleave (drop foe = free swing within 5 ft. at same attack bonus)

Shield Expert (use shield as weapon and maintain its AC bonus during the round)

Quick Draw (draw a weapon as a free action)

Mounted Combat (Ride check = horse's AC, if higher)

Ride-by-Attack (charge on horse & attack in mid-stride)

LAY ON HANDS (Cure 8 HP per day by touch)

Detect Evil (at will); **Divine Grace; Divine Health**

Exotic Weapon Proficiency, Ordin

Aura of Courage (Immune to fear; allies w/in 10 ft. are +4 vs. fear)

Smite Evil (1/day…+CHR bns to hit; +1 HP damage per paladin level)

Remove Disease (as spell…2/week)

Turn Undead (as a cleric 2 levels lower…use Alexis' chart)

Special Mount (can call an unusually strong, intelligent and loyal steed) SEE PG. THREE

Spirited Charge (when mounted & charging, x2 damage w/melee wpn. Or x3 w/charging wpn)

Sunder (strike foe's weapon w/o AoO)

Own 500 acres in Cairn Hills.

Free temple services at Pelor's Selorium for Elric.

116 lb.	233 lb.	350 lb.
LIGHT LOAD	**MEDIUM LOAD**	**HEAVY LOAD**
350 lb.	700 lb.	1750 lb.
LIFT OVER HEAD	**LIFT OFF GROUND**	**PUSH OR DRAG**
EQUALS MAX LOAD	2 X MAX LOAD	5 X MAX LOAD

REGIONAL TRAITS

Initial languages = Common + racial languages + INT bonus. Each additional language (Speak Language) = 2 Skill Points.

Region of Birth: Duchy of Urnst

Common (Suel)

Draconic (perfect)

Celestial (perfect)

SPELLS MEMORIZED

0-LVL: _____

1ST: Cure Light Wounds
Divine Favor

2ND: OPEN

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE		4
		DC MODF'R

SPELL SAVE DC		BASE SPELLS	+	BONUS SPELLS
14	0-LVL	x / x	+	0
15	1ST	x / 1	+	x/1
16	2ND	x / 0	+	x/1
17	3RD	x / x	+	x/x
18	4TH	x / x	+	x/x
19	5TH	x / x	+	x/x
20	6TH	x / x	+	x/x
21	7TH	x / x	+	x/x
22	8TH	x / x	+	x/x
23	9TH	x / x	+	x/x

NO. SPELLS THAT CAN BE KNOWN

0-LVL:	IST:	2ND:
3RD:	4TH:	5TH:
6TH:	7TH:	8TH:
9TH		

DEATH TOLL

TYPE OR NAME	NOTES	FACED	KILLS	FALLS	NTCH	CRITS
Elder Druid	one-on-one	1				
Human		3		1		
Osyluth	devil	1	1			
The Cuckoo	Vrock	3	2			
Salamander		3	3		1	
Hellcat	devil	1	1			
Cleric Ghost	one-on-one	1	1			
Mooncalf		1	1		1	
Vampire Spawn		6	2			
Spectre		3	1			1
Girallon	6 head shots	6	1		1	
Girallon	20-95 in heart	4	1		1	
Half-dragon Flesh Golem	"Stitches"	1				
Flesh Golem		2				
Mohrg		1	1			
Redbone	Wight: 20-80	1	1		2	
Gulthias	Hi-prst Vampire	1	1			
Zombie Giant	20-88 in heart	1	1		1	
Ashardalon	prophecy fulfille	1	1			1
Chuul		4	4			
Cryo-hydra (7-head)	9d6 breath wpn	1	1			
Cult guards	died	2		1		
Stone Golem		2				
Amazons	Trunowai &	4	1			
---	Hlectinacca		1			
Elven guards		9	5			
Gray Elf		15	11			
Various Low-lvl Undead		30	24			
Erinys (devil)	Natch-98	1	1		1	
Blood Golem of Hextor		2	2			
Grand Totals		**111**	**69**	**2**	**8**	**2**
Total Effectiveness		**66%**	**62%**	**2%**	**7%**	**2%**

PARTY MEMBERS / CONTACTS

NAME OF CHARACTER / CLASS	PLAYED BY:
Cora O'Banion / Bard	Heather
Cuauhtemoc / Amedi Barbarian	Sam
Alexis Pendragon / Cleric of St. Cuthbert	Jessica
Andrade Silverfrond / Winged Elf Rogue	Sarah
Daegan Montgrey / Wizard	NPC & Cuaut's cohort
Carrathan Mor'thelial / Lendorian Elf Ranger	NPC & Alexis' bodyguard

OTHER CONTACT PERSONS	TITLE / POSITION
Sir Reginald Hutt	Noble of Wescott; Captain of Goldplain Guard
Artus Calloway	Noble of Crossroads
Barclay & Eloise; Gladys, Stephen & Timminy Reichtoven	family
Duke Karll Lorinar (His Most Lordly Grace)	Duke of Urnst
Lady Karlina Lorinar Brighton	Duke's 2nd Daughter
Sir Ross Brighton of the Shield Lands	Karlina's Husband
Herman Stamps	Owner of "Leomund's Tiny Hut"
Selorian (Lorinar) / Warlock	Husband of Gretchen Lorinar
Sir Braniff	High-level paladin of Pelor; trainer/mentor
Drake Ragglethorp	Captain in the Bär Rampart
Kaiya Muroe	Sarah's Brawler

NOTES / TIDBITS / FACTOIDS

IN SECRET ROOM AT HOUSE:
- Scarlet Brotherhood Cloak
- Leatherworking Tools
- Rod of Cancellation
- ** Fighter's Ring from 22nd Summer Games
- Signet Ring of Scarlet Brotherhood
- ** 7 Mooncalf claws; 7 Girallon Teeth
- Mithral Double Sword, +3/+3 (adds +4 to AC; on hit Fort DC 15 or be stunned 1 rnd)
- ** Helmet
- ** Fancy Lance w/banners
- ** Red Dragon Claw gauntlets
- ** Gold Blood Tin ??
- Winter coat