

CHARACTER Xaltor PLAYER Peter  
 CLASS Knight LEVEL 2  
 RACE Human, Mulan (ref RoF, pg.95) ALIGNMENT Lawful Neutral  
 PATRON DEITY/RELIGION \_\_\_\_\_ LUCK=3  
 ORIGIN City of Moszabbar in the Tharch of Thazalhar  
 NATIONALITY Thayan RESIDENCE Whillip (renown= 10%)



**ABILITY SCORES**

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH	17	3		
DEXTERITY	16	3		
CONSTITUTION	18	4		
INTELLIGENCE	13	1		
WISDOM	10	0		
CHARISMA	16	3		

**HIT POINTS**

23

DIE TYPE d12

DAMAGE REDUCTION

AC WHEN FLAT-FOOTED	15
AC VERSUS TOUCH ATTACKS	13
MISS CHANCE	6
MAX DEX BONUS	-1
ARMOR CHECK PENALTY	
ARCANE SPELL FAILURE	
SPELL RESISTANCE	

**SKILLS**

MAX RANKS = LVL+3(1/2)

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE
- BALANCE
- BLUFF
- CLIMB
- CONCENTRATION
- CRAFT ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY
- DISABLE DEVICE
- DISGUISE
- ESCAPE ARTIST
- FORGERY
- GATHER INFORMATION
- HANDLE ANIMAL
- HEAL
- HIDE
- INNUENDO
- INTIMIDATE
- INTUIT DIRECTION
- JUMP
- KNOWLEDGE (Nobility & Royalty)
- KNOWLEDGE (Local (Whillip))
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN
- MOVE SILENTLY
- OPEN LOCK
- PERFORM ( \_\_\_\_\_ )
- ( \_\_\_\_\_ )
- ( \_\_\_\_\_ )
- PICK POCKET
- PROFESSION ( \_\_\_\_\_ )
- READ LIPS
- RIDE
- SCRY
- SEARCH
- SENSE MOTIVE
- SPELLCRAFT
- SPOT
- SWIM
- TUMBLE
- USE MAGIC DEVICE
- USE ROPE
- WILDERNESS LORE

CROSS CLASS	KEY ABILITY	MODIFIERS			
		TOTAL	ABILITY	RANKS	MISC
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	3	3		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	DEX*	3	3		
<input checked="" type="checkbox"/>	CHA	3	3		
<input type="checkbox"/>	STR*	4	3	1	
<input checked="" type="checkbox"/>	CON	4	4		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	3	3		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	3	3		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	3	3		
<input checked="" type="checkbox"/>	DEX*	3	3		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	CHA	3	3		
<input type="checkbox"/>	CHA	5	3	2	
<input checked="" type="checkbox"/>	WIS	0	0		
<input checked="" type="checkbox"/>	DEX*	3	3		
<input checked="" type="checkbox"/>	WIS	0	0		
<input type="checkbox"/>	CHA	8	3	5	
<input checked="" type="checkbox"/>	WIS	0	0		
<input type="checkbox"/>	STR*	4	3	1	
<input type="checkbox"/>	INT	6	1	5	
<input type="checkbox"/>	INT	2	1	1	
<input type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	WIS	0	0		
<input checked="" type="checkbox"/>	DEX*	3	3		
<input checked="" type="checkbox"/>	DEX	3	3		
<input checked="" type="checkbox"/>	CHA	3	3		
( _____ )					
( _____ )					
<input checked="" type="checkbox"/>	DEX*	3	3		
<input checked="" type="checkbox"/>	WIS	0	0		
<input checked="" type="checkbox"/>	INT	1	1		
<input type="checkbox"/>	DEX	6	3	3	
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	WIS	0	0		
<input checked="" type="checkbox"/>	INT	1	1		
<input checked="" type="checkbox"/>	WIS	0	0		
<input type="checkbox"/>	STR†	4	3	1	
<input checked="" type="checkbox"/>	DEX*	3	3		
<input checked="" type="checkbox"/>	CHA	3	3		
<input type="checkbox"/>	DEX	3	3		
<input checked="" type="checkbox"/>	WIS	0	0		
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			
<input type="checkbox"/>		0			

**ARMOR**

ARMOR CLASS **18**

ARMOR WORN = 10 +

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
3	2	3				

Studded Leather

**SAVING THROWS**

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
FORTITUDE (CON)	4	0	4			
REFLEX (DEX)	3	0	3			
WILL (WIS)	3	3	0			

**COMBAT BONUSES**

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)		0	3			
MELEE (STR)	4	2	3			
RANGED (DEX)	4	2	3			

ADDITIONAL COMBAT MODIFIERS

PROFICIENCIES

All simple & martial weapons  
 All armor  
 All shields (except tower shields)  
 Class/PH 2 pg 25

**WEAPONS**

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Sword, Broad	+5	2d4+3	18-20X2		S	M
NOTES WSM -2, Parry +1, Min Str=6, Min Dex=6, Fumble 18						
Heavy Steel Shield	+5	1d4+1	x2		B	M
NOTES WSM -4, Parry +4, Min Str=8, Min Dex=5, Fumble 16						
Javelin (common)	+3	1d6+3	x3	30'	P	M
NOTES WSM -2, Parry -2, Min Str=5, Min Dex=8, Fumble 19						
NOTES						
NOTES						

WIS | 0 | 0 |  |  ||  | INT | 1 | 1 |  |  |
	DEX	6	3	3	
	INT	1	1		
	INT	1	1		
	WIS	0	0		
	INT	1	1		
	WIS	0	0		
	STR†	4	3	1	
	DEX\*	3	3		
	CHA	3	3		
	DEX	3	3		
	WIS	0	0		
		0			
		0			
		0			
		0			

■ CAN BE USED WITH 0 RANKS — \* ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR



SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD

## SPELLS

## MAGIC ITEMS

building 433 by sal

## HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

# CHARACTER DESCRIPTION

CHARACTER NAME <b>Xaltor</b>	AGE <b>17</b>	SEX <b>Male</b>
DESCRIPTION	BIRTH DATE	SIZE <b>Medium</b>
	HEIGHT <b>6'4"</b>	WEIGHT <b>180</b>
	HAIR <b>blonde</b>	EYES <b>blue</b>
	SKIN <b>white</b>	HANDEDNESS <b>R</b>

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

## BACKGROUND & NOTES

**Knight's Code:**

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).
- A knight never strikes a fl at-footed opponent. Instead, you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.