

Xaltor Jeff L. LN 2,990 6,000
 Character Name Player Alignment Current XP Next Level XP XP Change
Knight Human, Mulan (RoF 95-98/PG 16) Rob's World! Helm
 Class Race Campaign Deity
2 M 17 M 180 180 Blue Blonde
 Level Size Age Gender Height Weight Eyes Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	17	3		
DEX	16	3		
CON	18	4		
INT	13	1		
WIS	10	0		
CHA	16	3		

HP	AC	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
		23			2d12	
		20	10	+5	0	0
				+2	0	0
				+3		

Touch	Flat-footed	INIT	Speed	Armor Type
13	17	3	20	Medium



Light Load	Med Load	Max Load	Over Head	Off Ground	Push/ Drag
86	173	260	260	520	1300

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	4	0	4	0	0	0
REFLEX	3	0	3	0	0	0
WILL	3	+3	0	0	0	0

MELEE	GRAPPLE	RANGED	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
			+5	+2	3	0	0	0
			+2	+2	0	0	0	0
			+3	+2	3	0	-2	0

Weapon	Total Attack Bonus	Damage	Critical	Range
MW Sword, Broad (MW +1 to hit) value=330gp	+6	2d4+3	18-20x2	-
Special Properties	Ammunition	Weight	Size	Type
WSM -2, Parry +1, M.ST=6, M.DX=6, Fmbl 18	n/a	4	M	S
Weapon	Total Attack Bonus	Damage	Critical	Range
MW Hvy Steel Shld (MW -1 ACP) value=170gp	+5	1d4+1	x2	-
Special Properties	Ammunition	Weight	Size	Type
WSM -4, Parry +4, M.ST=9, M.DX=5, Fmbl 16	n/a	15	M	B
Weapon	Total Attack Bonus	Damage	Critical	Range
Javelin, Common	+3	1d6+3	x3	30'
Special Properties	Ammunition	Weight	Size	Type
WSN -2, Parry -2, M.ST=5, M.DX=6(8), Fmbl 19	3 javelins in quiver (weight = 2lbs each)	6	M	P
Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
MW Breastplate (MW -1 ACP value = 350gp)	Medium	+5	-3	+3
Special Properties		Weight	Spell Fail	Speed
Cms w/hlmt, grvs & lgt suit of std'd lthr. MW gives 1 less on ACP. 4 min (1 hastily) to don. 1 min rmv.		30	25%	20
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
MW Heavy Steel Shield (Value = 170gp)	Shield	+2	-2	-
Special Properties		Weight	Spell Fail	Speed
Lose AC bonus if shield used to bash. Masterwork armor gives -1 on ACP. 1 move action to don/rmv.				

Feats & Special Abilities

Xaltor is a Human from the Thayan region of the realms. Subrace type is Mulan. Ref PG pgs 7,15,16,18 PH100. Bonus feat granted to Knight at 1st level. different opponents per round. Uses 1 AoO per use.

Feat: (1st lvl) SHIELD PROFICIENCY PH100. Bonus feat granted to Knight at 1st level. No Tower Shields Feat: (1st lvl/Mrky eye flaw). PROTECTIVE PARRY (Ref RWNF pg 5). May parry attacks against threatened allies. One parry per creature. Uses 1 AoO per use.

FEATS: Total = 13. +6 from weapons & Armor profs, +1 RW campaign bonus, +1 RW Parry, +1 Human bonus, +1 feat at 1st lvl, +2 for selecting flaws. +1 Class feats [Class Feature: Knight's Challenge] Use force of pers. chng enmy. Call out foe, sht chng that boosts cnfndc & strks fr nto wk opnts. Cmpls strng oppnt to sk you out fr prsnl cmbt. Plyng on enmys ego, manpilt your foes. Feat: (2nd lvl/from Knight class) MOUNTED COMBAT PH98. 1/day - when mount is hit in combat, attempt ride check. If result > opp. to hit roll then hit negated

Weap & Armor Prof: Proficient w/all smpl & mrtl wpns Weap & Armor (heav, med, lgt) & all shields (exc tower) Use ably lvl/2+CHA mod x day (5th lvl = 6). Feat: (1st level/human bonus) COMBAT REFLEXES PH92. Make additnal attack of opp. = to DEX bonus Only 1 AoO per opponent. May make AoO if fit foot. Feat: (1st lvl/Cmpgn bonus). PARRY (Ref: RWNF pg 4) Any character may use Parry (provided the ability

Feat: (1st lvl) ARMOR PROFICIENCY (HEAVY) PH89 Knight's challenge = Fgtn chng. As swft action issue chng agnst 1 opp. Tgt mst hv INT>4, ny Inguag, CR>= my lvl -2. If cond's met thn I gain +1 morl bns on WILL SV &+1 To Hit & Dam vs tgt. If tgt rdcs me to 0 or < HP Healing Note: Natural Healing 1HP / Level. PH146 Knight Class: Ref PH2 pgs 24-30

Feat: (1st lvl) ARMOR PROFICIENCY (LIGHT) PH89	thn I lose 2 uses of chng for the day. Chng lsts 5+CHA	score prerequisites (Dex 13+, Int 13+) are met.
Bonus feat granted to Knight class at 1st level.	mod mds (9 rds). Can use more thn once/ncntr. If foe is	Feat: (1st lvl) ARMORED FENCER (Medium) (Ref:
Feat: (1st lvl) MARTIAL WEAPON PROFICIENCY	dftd or flees, issue nw chng. Cnt swtch opp if still av.	RWNF pg 4). May make parry attempt w/Med. armor
PH97. Bonus feat granted to Knight class at 1st lvl.	[Class feature (2nd lvl); Shield block] Drng actn dsgnt	Feat: (1st lvl/Shaky flaw) IMPROVED PARRY (rf: RWNF
Feat: (1st lvl) SIMPLE WEAPON PROFICIENCY	opponent. AC vs that foe = +1 bonus.	5). Make Nr. of parry attempts against Dex bonus

Skills [Auto Fill | Update CC | Clear]

Max Rank 5 / 2.5

Table with columns: Skill Name, Key Ab, CS, Skill Mod, Ab Mod, Rank, Misc Mod, ACP. Lists skills such as Appraise, Balance, Bluff, Climb, Concentration, Craft, etc., with their respective modifiers and ranks.

Total Skill Points:

19

Other Possessions

Table listing various items and their details. Columns: Item, Weight (lbs), Loc. Items include Leather back pack (2#) w/metal frame (2.5#) - Carrying capacity = 85#, Waterskin, Heavy blanket, Rations packs, Hooded lantern, Tinderbox, Sleeping sack, Weapons Harness, Quiver, Small belt pouch, etc.

Currency

126gp; 2sp; (in belt pouch/coins weigh 0.02#e/50=1lb)
10 Copper pieces (cp) = 1 sp = 2 Bronze pieces (bp) / 200cp = 1gp
20 Silver pieces (sp) = 1 gp = 2 Electrum pieces (ep)
1 Platinum piece (pp) = 5 gp
1 Mithril piece (mp) = 10 gp
1 Adamanite piece (ap) = 20 gp

Languages

Table listing languages: Common (PH 13), Mulhorandi (RoF 97/PG 15), Halfling (Int bonus), Battle Signals (HB 95-96/Speak lang skill 2pts)

Description

At 6'4" & 180lbs. Xaltor is atypical for a Mulan Human from the Thay region. He's a bit taller and slightly heavier than most. Most Mulan people are tall and slim, sometimes to the point of being gaunt. Not so for Xaltor, he is clearly of a hardier stock. Most likely the result of noble blood-lines or upbringing. With blue eyes, blond hair, perfect gleaming white teeth, and fair skin, his lineage speaks of non-Mulan ancestors (Handedness = Right)

Character Traits
Contacts / Friends
 Xaltor's mother (whom he never knew) came from a northern region. It is rumored that her skin was as white as alabaster and her hair was as yellow as the sun. Xaltor's physique is due in part to his training as a Knight, and he's often spotted lifting weights.

Personality

Xaltor is a Thayan expatriot, having left his homeland as an emissary, he has decided to abandon that way of life, and take up a more honorable path. He despises his father and the Thayan way of life. Noble born, but rejecting the presumed superiority of the Noblesse, Xaltor now revels in the excellence exhibited by the most mundane of folk. He now sees himself as a champion for the underprivileged and repressed common folk.

Character Flaws
 Flaws (Unearthed Arcana, Pgs 91-92): *Murky-Eyed: Vision is obscured. Roll miss chance 2x for enemies that have concealment. Must use worst result (attack misses). *Shaky: You are relatively poor at ranged combat. -2 on all ranged attacks.
 Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

* Ability scores at 1st level: STR:17, DEX:16, CON:18, INT:13, WIS:10, CHA:16 * Hit Points rolled at 1st level: 12, Hit Points rolled at 2nd level: 3 * Skill points: ((2 + Int modifier) x 4) +4*) skill points at 1st level, and 2 + 1* for each level after 1st; 1st Level (*4 extra skill points at 1st level, *1 extra skill point at each level thereafter (for being Human)): At 1st level: 16 points - Handle Animal(2), Intimidate(4), Jump(1), Knowledge (Nobility & Royalty)(4), Ride(2), Swim(1); Speak Language (Battle Speak)(2) = 16 total: At 2nd level: 3 points - Intimidate(1), Knowledge (Nobility & Royalty)(1), Ride (1) = 19 total

Condition and Effects**Additional Information**

Xaltor is one of the original members of the group. He met five other adventurers in Whillip one fine day. They all managed to discover an advertisement at the City Square Kiosk. The 'Adventurers Wanted' advertisement led them to "X's" Manor, and he became a founding member of a band of adventurers soon afterwards.

Other Notes

Fighting With Two Weapons: An off-hand attack (for those who are not ambidextrous) only receives half the character's STR bonus (round down), thus damage bonus for shield bash is only a +1. # Shield Bash: Using a shield to bash your opponent (as a weapon) is pretty much the same as using two weapons to fight. Ref RWHR pgs 42-43. Fighting with two weapons imposes a penalty on both weapons. The primary weapon (your Broad Sword) would get a -6 To Hit, and the heavy shield (used in the 'off-hand' (aka shield hand)) incurs a 'To Hit' (aka Attack) penalty of -10. If you had the 'Two Weapon Fighting Feat', the penalties would be reduced to -4 for the primary weapon, and a -4 to the secondary weapon (the shield). Additionally, when you use the shield to bash someone, you lose the AC bonus of the shield until your next action (typically no AC bonus until the next round). An enhancement bonus of a shield typically doesn't improve its effectiveness in combat. A +2 magical shield is typically enchanted (with an enhancement bonus) to provide an additional AC bonus, not an attack bonus. Finally, as if all that wasn't enough to deter you from attacking with two weapons (using a shield bash), you must use the slower of the two weapons for WSM on your initiative. # Javelin Notes: Javelin is a ranged weapon. Using ranged weapon in melee attack is 'illegal use'. See RWHR pg 31 (-2 to hit for Knight). The use of ranged weapons is 'Frowned upon' by Knights. Its just not befitting of a Knight to fight an opponent by pelting him from afar. Most knights prefer one on one melee combat." This is not a prohibition against using ranged weapons. A Knight would prefer to fight opponents in Melee, but using ranged weapons against opponents who attack using ranged weapons would be entirely honorable. # Knight's Code: • Knight's do not gain bonus on attacks when flanking. You still confer benefit of flanking to allies, but forgo your +2 bonus on attacks. Choosing to keep bonus, violates code. • 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.

Private Notes

Xaltor is the son of an Kazark (a lesser noble) in the lesser Tharch of Thazalhar (capiatl city (where Xaltor grew up) has same name). Thazalhar is the only Tharch of Thay that isn't held in thrall by an evil Tharchion. Unfortunately, the beaurocracy and corruption of Thay permeates all levels of society, and Xaltor's family has been affected by that insidious form of oppression as well. (Please keep in mind that this is Player Knowledge, unless the character has shared it (or parts of it) with other characters). You can read all about Xaltor's honor and glory in a character centric article prepared for the game. Learn how Xaltor was groomed for life as a Thayan Knight of noble blood. Find out why Xaltor shuns the Thayan custom of noble born head shaving, why he abandoned the course set for him by his family. Discover why Xaltor despises slavers and petty corruption:
 <<https://www.robsworld.org/dndcampaign/Characters/Current%20Characters/Xaltor/XaltorBackground.pdf>>

3EProfiler™ Character Sheet, © 2003 by M. J. Eggertson.