CHARACTER SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)

DUNGEONS & DRAGONS®

CHARACTER NAME	PLAYER NAME
Ravenaar	

CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE	GENDER
Knight 7	7	Human	M	Male

ALIGNMENT	RELIGION/PATRON DEITY	HEIGHT	WEIGHT	LOOKS
NG	Silver Flame	6' 2"	200 lb.	

ABILITY SCORES

	TOTAL	= BASE SCORE + RACIAL MOD.	+ ENHANCEMENT BONUSES	+ MISC. BONUSES	− MISC. PENALTIES	MODIFIER
STR STRENGTH	15					2
DEX DEXTERITY	12					1
CON CONSTITUTION	14					2
INT INTELLIGENCE	10					0
WIS WISDOM	10					0
CHA CHARISMA	12					1

COMBAT OPTIONS

BASE ATTACK BONUS +7 / +2

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
Longsword +1	+11 / +6	1d8+3	17-20/x2
Lance +1	+10/+5	1d8+3	x3

RANGE INCREMENT	TYPE	NOTES/AMMUNITION
-	S	(Weapon Focus), keen
Reach 10	P	Double Damage when Mounted

HIT POINTS

74

SPEED 20 ft./round (4 spaces)

INITIATIVE MODIFIER +5

GRAPPLE MODIFIER 9 = 7 (BASE ATTACK BONUS) + 2 (STRENGTH MODIFER) + ____ (SIZE MODIFIER) + ____ (MISC. MODIFIER)

ACTION POINTS 5 / 7

ACTION ROLL d6

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	4	2	2			
REFLEX (DEXTERITY)	3	2	1			
WILL (WISDOM)	5	5	0			

CONDITIONAL MODIFIERS

ARMOR CLASS

AC 23 (TOTAL) = 10 + 9 (ARMOR BONUS) + 3 (SHIELD BONUS) + 1 (DEX MODIFIER) + ____ (SIZE MODIFIER) + ____ (NATURAL ARMOR) + ____ (DEFLECTION MODIFIER) + ____ (MISCELLANEOUS MODIFIERS)

TOUCH AC 11

FLAT-FOOTED AC 20

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
Full Plate Armor , light (25%) fortification	+1	-6	50 lb

SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
Heavy Steel Shield	-	-2	15 lb

SPECIAL DEFENSES

Shield Block: +1

Bulwark of Defense

Vigilant Defender

Shield Ally

EXPERIENCE POINTS

21,000

CARRYING CAPACITY

LIGHT LOAD: 66 lbs.

MEDIUM LOAD: 67-133 lbs.

HEAVY LOAD: 134-200 lbs.

GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
Gold Piece Limit Per Item: 9,500	Gold Piece Limit Per Item: 9,500	GPL: 9,500
+1 keen longsword (8,315 gp)	scabbard	4 lbs.
+1 lance (2,310 gp)	carried	10 lbs.
+1 full plate armor of light fortification (5,650 gp)	worn (body)	50 lbs.
+1 heavy steel shield (1,170 gp)	carried	15 lbs.
1,555 gp for sundries and other purchases		
Character Wealth: 19,000 gold	Character Wealth: 19,000 gold	Wealth: 19,000 gold

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

EYES (EYE LENSES OR GOGGLES)

NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

SHOULDERS (CLOAK, CAPE, OR MANTLE)

RING #1

RING #2

HANDS (GLOVES OR GAUNTLETS)

ARMS/WRISTS (BRACERS OR BRACELETS)

BODY (ROBE OR SUIT OF ARMOR)

TORSO (VEST, VESTMENT, OR SHIRT)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

MONEY

MAGIC

DOMAINS (CLERIC ONLY)

DOMAIN NAME _____ GRANTED POWER _____

DOMAIN NAME _____ GRANTED POWER _____

SPECIALTY SCHOOL (WIZARD ONLY)

SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL) _____ PROHIBITED SCHOOL _____ PROHIBITED SCHOOL _____

ARCANE SPELL FAILURE 50 %

TURN/REBUKE UNDEAD

TIMES PER DAY	TURNING CHECK	TURNING DAMAGE
3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	1d20 + CHA MODIFIER	2d6 + CLERIC LEVEL + CHA MODIFIER

SPELLS

SPELL SAVE _____ DC MOD

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/ DAY	BONUS SPELLS
		0					5th		
		1st					6th		
		2nd					7th		
		3rd					8th		
		4th					9th		

PSIONICS

PSIONIC POWERS _____ POWERS KNOWN _____ MAXIMUM POWER LEVEL KNOWN

PRIMARY DISCIPLINE _____

POWER POINTS PER DAY _____

RAGE

RAGES/DAY	DURATION	STR/CON BONUS	WILL SAVE BONUS	AC PENALTY

RAGES USED ☐☐☐☐☐☐☐☐☐☐

ROUNDS ELAPSED _____

ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL

NAME Destria CREATURE TYPE Magebred Heavy Warhorse

STR	DEX	CON	INT	WIS	CHA
20	15	21	2	13	6

INITIATIVE +2

SPEED 50 ft. (10 squares)

HIT POINTS 40

AC 19 (TOTAL) = 10 + 2 (DEX MODIFIER) + -1 (SIZE MODIFIER) + 8 (NATURAL ARMOR) + _____ (MISC. MODIFIERS)

TOUCH AC 11 **FLAT-FOOTED AC** 17

SAVING THROWS

FORTITUDE (CON) ☐

REFLEX (DEX) ☐

WILL (WIS) ☐

ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
Hoof	+7	1d6+5	x2
Bite	+2	1d6+2	x2

GRAPPLE MODIFIER _____

PERSONALITY Fierce, Loyal, Brave

SKILLS

Listen + 5

Spot + 4

FEATS

Endurance, Run, Alertness

SPECIAL ABILITIES

Magebred (Thick Breed: Total +4 to AC, Bonus Feat: Alertness, Excellent Learner, +4 to Constitution, +2 to Strength and Dexterity)

TRICKS

CAMPAIGN Xen'drik Expeditions

SKILLS

CS?	SKILL NAME	KEY ABILITY	SKILL MODIFER		RANKS		ABILITY MODIFER		MISC. MODIFER
☐	Appraise ◆	INT		=		+	0	+	
☐	*Autohypnosis*	WIS		=		+	0	+	
☐	Balance* ◆	DEX		=		+	1	+	
☐	Bluff ◆	CHA		=		+	1	+	
☑	Climb* ◆	STR	7	=	5	+	2	+	
☐	Concentration ◆	CON		=		+	2	+	
☐	Craft ( ) ◆	INT		=		+	0	+	
☐	Craft ( ) ◆	INT		=		+	0	+	
☐	Craft ( ) ◆	INT		=		+	0	+	
☐	Decipher Script	INT		=		+	0	+	
☐	Diplomacy ◆	CHA	3	=		+	1	+	2
☐	Disable Device	INT		=		+	0	+	
☐	Disguise ◆	CHA		=		+	1	+	
☐	Escape Artist* ◆	DEX		=		+	1	+	
☐	Forgery ◆	INT		=		+	0	+	
☐	Gather Information ◆	CHA		=		+	1	+	
☑	Handle Animal	CHA	6	=	5	+	1	+	
☐	Heal ◆	WIS		=		+	0	+	
☐	Hide* ◆	DEX		=		+	1	+	
☑	Intimidate ◆	CHA		=		+	1	+	
☑	Jump* ◆	STR	7	=	5	+	2	+	
☐	Knowledge (arcana)	INT		=		+	0	+	
☐	Knowledge (arch/eng)	INT		=		+	0	+	
☐	Knowledge (dungeoneering)	INT		=		+	0	+	
☐	Knowledge (geography)	INT		=		+	0	+	
☐	Knowledge (history)	INT		=		+	0	+	
☐	Knowledge (local)	INT		=		+	0	+	
☐	Knowledge (nature)	INT		=		+	0	+	
☑	Knowledge (nobility/royalty)	INT	6	=	5	+	0	+	
☐	Knowledge (the planes)	INT		=		+	0	+	
☐	*Knowledge (psionics)*	INT		=		+	0	+	
☐	Knowledge (religion)	INT		=		+	0	+	
☐	Knowledge ( )	INT		=		+	0	+	
☐	Listen ◆	WIS		=		+	0	+	
☐	Move Silently* ◆	DEX		=		+	1	+	
☐	Open Lock	DEX		=		+	1	+	
☐	Perform (act) ◆	CHA		=		+	1	+	
☐	Perform (comedy) ◆	CHA		=		+	1	+	
☐	Perform (dance) ◆	CHA		=		+	1	+	
☐	Perform (keyboard) ◆	CHA		=		+	1	+	
☐	Perform (oratory) ◆	CHA		=		+	1	+	
☐	Perform (percussion) ◆	CHA		=		+	1	+	
☐	Perform (string instrument) ◆	CHA		=		+	1	+	
☐	Perform (wind instrument) ◆	CHA		=		+	1	+	
☐	Perform (sing) ◆	CHA		=		+	1	+	
☐	Perform ( ) ◆	CHA		=		+	1	+	
☐	Profession ( )	WIS		=		+	0	+	
☐	Profession ( )	WIS		=		+	0	+	
☐	*Psicraft*	INT		=		+	0	+	
☑	Ride ◆	DEX	13	=	10	+	1	+	2
☐	Search ◆	INT		=		+	0	+	
☐	Sense Motive ◆	WIS		=		+	0	+	
☐	Sleight of Hand*	DEX		=		+	1	+	
☐	Spellcraft	INT		=		+	0	+	
☐	Spot ◆	WIS		=		+	0	+	
☐	Survival ◆	WIS		=		+	0	+	
☑	Swim* ◆	STR		=		+	2	+	
☐	Tumble*	DEX		=		+	1	+	
☐	Use Magic Device	CHA		=		+	1	+	
☐	*Use Psionic Device*	CHA		=		+	1	+	
☐	Use Rope ◆	DEX		=		+	1	+	

Skills in italics are psionics-related.
☑ Mark this box with an X if the skill is a class skill for the character.
◆ Denotes a skill that can be used untrained.
* Armor cleck penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

Knight's Challenge: 4 per Day (Fighting Challenge, Test of Mettle)
Bonus Feats (Mounted Combat, Diehard)
Armor Mastery (Medium)

(Special Unlock: Stalwart Companion)
[Miniature: Valiant Cavalry, NB 1/60]
This ability provides the fastplay character with a special magebred mount as noted on this character sheet. This mount is free to the character and does not count toward his equipment value.

FEATS

Endurance
Weapon Focus (longsword)
Improved Intiative
Ride-By Attack

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

Common

SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON . . .
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

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