EBERRON
CHARACTER RECORD SHEET

CHARACTER NAME		PLAYER		REGION	
Knight	Aasimar	Male	Lawful Good		

CLASS		RACE		GENDER	ALIGNMENT	DEITY	
3	Medium	Outsider (Native)			6'2" 200 lbs		
LEVEL	SIZE	TYPE		AGE	HEIGHT WEIGHT	EYES HAIR	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	11	+0		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	8	−1		
WIS WISDOM	10	+0		
CHA CHARISMA	18	+4		

HP HIT POINTS — TOTAL **34**

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED: 20 ft/x3

AC ARMOR CLASS **19** = 10 + 7 (ARMOR BONUS) + 2 (SHIELD BONUS) + 0 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECT MOD) + 0 (MISC MOD) | −7 (ARMOR CHECK PENALTY)

DAMAGE REDUCTION

TOUCH ARMOR CLASS **10**   **FLAT-FOOTED** ARMOR CLASS **19**

INITIATIVE MODIFIER: **+0** = +0 (DEX MODIFIER) + (MISC. MODIFIER)

SAVING THROWS

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

BASE ATTACK BONUS +3   TEMP.

SPELL RESISTANCE

GRAPPLE MODIFIIER	+5	=	+3	+	+2	+	+0	+	+0
	TOTAL		BASE ATTACK		STR MODIFIER		SIZE MODIFIER		MISC. MODIFIER

ARCANE SPELL FAILURE

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
MELEE ATTACK BONUS	+5	=	+3	+	+2	+	+0	+	+0	+	
RANGED ATTACK BONUS	+3	=	+3	+	+0	+	+0	+	+0	+	
	TOTAL		BASE ATTACK BONUS		DEX MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMP. MODIFIER

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Handaxe	+6	1d6+3	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	3 lb	S	Medium	One-handed

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork javelin(Thrown)	+4	1d6+2	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
30 ft	2 lb	P	Medium	Thrown

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SKILLS   MAX RANKS 6 / 3

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC. MODIFIER
☒	Appraise[1]	INT	−1	=	-1	+		+	
☒	Balance[1]	DEX*	−7	=		+		+	-7
☒	Bluff[1]	CHA	+4	=	4	+		+	
☐	Climb[1]	STR*	−5	=	2	+		+	-7
☒	Concentration[1]	CON	+2	=	2	+		+	
☒	Craft skills…[1]	INT	−1	=	-1	+		+	
☒	Diplomacy[1]	CHA	+4	=	4	+		+	
☒	Disguise[1]	CHA	+4	=	4	+		+	
☒	Escape Artist[1]	DEX*	−7	=		+		+	-7
☒	Forgery[1]	INT	−1	=	-1	+		+	
☒	Gather Information[1]	CHA	+4	=	4	+		+	
☐	Handle Animal	CHA	+5	=	4	+	1	+	
☒	Heal[1]	WIS	+0	=		+		+	
☒	Hide[1]	DEX*	−7	=		+		+	-7
☐	Intimidate[1]	CHA	+9	=	4	+	5	+	
☐	Jump[1]	STR*	−11	=	2	+		+	-13
☒	Listen[1]	WIS	+2	=		+		+	2
☒	Move Silently[1]	DEX*	−7	=		+		+	-7
☒	Perform skills …[1]	CHA	+4	=	4	+		+	
☐	Ride[1]	DEX	+0	=		+		+	
☒	Search[1]	INT	−1	=	-1	+		+	
☒	Sense Motive[1]	WIS	+0	=		+		+	
☒	Spot[1]	WIS	+2	=		+		+	2
☒	Survival[1]	WIS	+0	=		+		+	
☐	Swim[1]	STR**	−12	=	2	+		+	-14
☒	Use Rope[1]	DEX	+0	=		+		+	

Skills marked with **[1]** can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills.
* ARMOR CHECK PENALTY applies.   ** Twice ARMOR CHECK PENALTY applies.

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+1 Splint mail	Heavy	+7	+0

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
−6	40%	20	45	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Masterwork Heavy steel shield	+2	15	−1	15%

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Potion of Cure Light Wounds (x2)			
Backpack	2		
Bedroll	5		
Water skin	4		
Rope, silk (50ft)	5		
Flask of Alchemist Frost			
Vial of Anti-toxin			
		TOTAL WEIGHT CARRIED	76

NOTES

Goad Feat: Cause target foe to attack only you failing a Will save equal to DC 10 + 1/2 character level + Cha bonus.

Blessing of Light:
Once per day plus your Cha modifier, by spending an action point and as a standard action, a member of the Convenant can recite a small prayer as a spell-like ability that has the following affect on a single creature touched within the next minute:
 - Relieve fatigue, exhaustion and sickening and grants a new save against poison and disease.

Miniature Unlock:
Antagonistic Miniature: Aasimar Fighter

When you use your Goad ability the DC increases by 1 and you gain a +1 deflection bonus to your AC against that opponent if they fail their Will save.

LANGUAGES

Common
Celestial

SPECIAL ABILITIES/FEATS

— RACE ABILITIES —
- +2 Wisdom, +2 Charisma
- Base land speed of 30 feet.
- Darkvision 60 feet.
- Resistance to Acid 5, Cold 5, and Electricity 5.
- +2 racial bonus on Listen and Spot checks.
- Daylight(Sp): You can use daylight once per day.
- Favored Class: Paladin

— CLASS ABILITIES —
- Proficient in all armor, and all shields(except tower shields)
- Proficient with all simple and martial weapons.
- Knight's Code: (Pg.27 PHB II)
- Knight's Challenge: (Pg. 25 PHB II)
- Fighting Challenge (Ex): + 1 (Pg. 25 PHB II)
- Shield Block: You gain a +1 shield bonus to AC vs. a designated foe.
- Bulwark of Defense (Ex): Any opponent that starts it's turn in a square you threaten, treats all squares you threaten as difficult terrain.

— FEATS —
- Mounted Combat (PH 98)[2]
- Intimidating Strike (PH2 79)
- Goad (CAd 109)

CARRYING INFO

LIGHT LOAD	MED LOAD	HEAVY LOAD
1–58	59–116	117–175

LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG
175	350	875

MONEY

PP	
GP	10
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day		Used		Turning/Rebuking Check Modifier	

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.