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All shields (except tower shields) Class/PH 2 pg 25				11	-	tial weapo	ons		MOVE SILENTLY ■	K	DEX*	3	3				
Class/PH 2 pg 25				11		t tower shields)						-	_	<u> </u>	-		
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WEAPON			<u> </u>	l .		le 18		111		_		6		3	\vdash		
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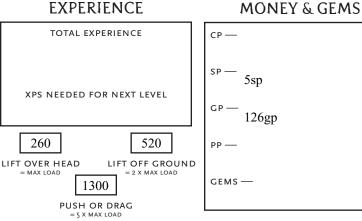
EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
Studded Leather 25g	worn	20	Compass, Hand 10sp	belt	.1	Potion of Extra Healing	Belt	
Broad Sword 30 gp	carried	4	Hair Comb 1sp	pouch	.2			
Heavy Steel Shield 20 gp	carried	15	Lantern, Hooded 7gp	pack	2			
Javelins x4, 5 gp	quiver	8	Oil, flask of Lamp 16oz 6sp pack 1.5					
Metal Frame Backpack 2 gr	worn	2	Tinderbox w/flint & steel	& steel pack 1				
Sleeping Sack 5 sp	pack	1	=12 fires, leather case 3gp					
Belt Pouch 1 gp	belt	.5						
Water skin 8sp	pack	5						
Blanket, Heavy +7'H/+7'W	pack	3						
Trail Rations 2 gp	pack	10						
Quiver	carried	2						
CURRENT LOAD	77					TOTAL WEIGHT CARRIED	77	

MOVEMENT/LIFTING

MOVEMENT		RATE		RATE			
WALK (= BASE)		30		HOUR W			
HUSTLE	40		HOUR HU	STLE			
RUN (X3)	90		DAY WA				
run (x4)	120		SPECIA	\L			
LOAD	LOAD WE		ED	MAX DEX	CHK PEN	RUN	
LIGHT		<86		NORMAL NORMAL		NORMAL	
MEDIUM		87-173		+3	-3	X4	
HEAVY	174-260		+1	-6	x 3		

EXPERIENCE



CLASS & RACIAL ABILITIES

Racial Abilities:

- -Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- -Human base land speed is 30 feet.
- -Extra feat and 4 extra skill points at 1st level and 1 extra skill point at each additional level.

Class Abilities: (PH2, page 25) Fighting challenge +1: lasts for a number of rounds equal to 5 + your Charisma bonus, swift action, target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. Knight's challenge: You can use this ability a number of times per day equal to 1/2 your class level + your Charisma bonus Knight's code

Mounted Combat, shield block +1

Flaws (Unearthed Arcana, Pg 91):

- *Murky-Eyed= roll 2x for concealment
- *Shaky= -2 on all ranged attacks

Any character may use Parry (provided the ability score prerequisites (Dex 13+, Int 13+) are met (the expertise prerequisite is waived)).

LANGUAGES

Automatic Languages: Common, Mulhorandi, Halfling, Battle Signals Bonus Languages: Any

FEATS

Parry (Rob's World, RW) Light armor proficiency Medium armor proficiency Heavy armor Proficiency Shield proficiency Simple weapon proficiency Martial weapon proficiency * Improved Parry- You may make a number of additional parry attempts in a round equal to your Dexterity bonus (page 5, RW) * Protective Parry- When a creature that you threaten is attacked, you may use a parry attempt for the round to parry a blow that would hit that creature (page 5, RW)

Human-Combat Reflexes (PH, p. 92) 1st Level (Rob's World)- Combat Expertise (PH, p. 92)

1st Level- Amored Fencer ((Medium (page 4, RW))

2nd Level (Knight)- Mounted Combat 3rd Level-TBD

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN	SPELLS												
building	M	SAVE DC M AGIC IT sal			IFNCH	MEN/AN	JIMAI	COM	PANI	ONS							
	N	AME		RACE/C		HD/LVL	НР	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	СНА
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NAME RACE/CLASS			LASS	HD/LVL	НР	INIT	SPD	AC	АТК	STR	DEX	CON	INT	WIS	СНА		

STR DEX CON INT WIS CHA

NOTES

NOTES

NAME

RACE/CLASS

HD/LVL

ΗР

INIT

SPD

AC

ATK

CHARACTER DESCRIPTION

		1.5	I	3.6.1
CHARACTER NAME Xaltor	AGE	17	SEX	Male
DESCRIPTION	BIRTH DATE		SIZE	Medium
	HEIGHT	6'4"	WEIGHT	180
	HAIR	blonde	EYES	blue
	SKIN	white	HANDEDN	ess R
PERSONALITY		СН	IARACTER SI	КЕТСН
QUOTE(S)				
QUOTE(s)				
CONTACTS/FRIENDS				
ENEMIES				
D. OVODOLIVIDO AVOTES				
BACKGROUND & NOTES				
Knight's Code: • A knight does not gain a bonus on attack rolls when flanking. You still				
but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, below).	but doing so	o violates your o	code of noi	ior (see
• A knight never strikes a fl at-footed opponent. Instead, you allow your foe to ready hin	nself before	attacking.		
• A knight never deals lethal damage against a helpless foe. You can strike such a foe, be			al nonletha	l damage.

DATE CREATED _____ DM/CAMPAIGN _____