

CONSTANTINOS NEIRUS MOLLARDOUS
 CHARACTER NAME PALADIN LEVEL 3 PLAYER ELF LAWFUL GOOD
 CLASS AND LEVEL MED. RACE ALIGNMENT DEITY
 SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN



| | | | | | | | | |
|--------------|---------------|------------------|-----------------|--------------------|------------|--------------------------------|------------------|------------------|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED |
| STR | 16 | +3 | | | HP | 28 28 | | 20 |
| DEX | 16 | +3 | | | AC | 23 = 10 + 8 + 2 + 30 + + + + + | | |
| CON | 12 | +1 | | | TOTAL | | | DAMAGE REDUCTION |
| INT | 14 | +2 | | | TOUCH | 16 | FLAT-FOOTED | 14 |
| WIS | 14 | +2 | | | INITIATIVE | 3 = 3 + | | |
| CHA | 15 | +2 | | | TOTAL | | | |

| | | | | | | | |
|---------------|-------|-----------|------------------|----------------|----------------|--------------------|--------------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
| FORTITUDE | 16 | +3 | +1 | | +2 | | +2 ENCHANTER MORT SPELLS |
| REFLEX | 16 | +1 | +3 | | +2 | | |
| WILL | 15 | +1 | +2 | | +2 | | |

BASE ATTACK BONUS +3 SPELL RESISTANCE

GRAPPLE +6 = +3 + 3 + 0 + 0

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|--------------|--------|----------|
| LONG SWORD | +7 | 1d8+3 | 19-20/x2 |
| RANGE | TYPE | NOTES | |
| 0 | PIERCE/SLASH | | |

AMMUNITION

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|----------------|--------------|---------|----------|
| Comp. Long bow | +6 | 1d8+1 | x3 |
| RANGE | TYPE | NOTES | |
| 100' | PIERCE | AT BALL | |

AMMUNITION 40

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------|--------|----------|
| DAGGER | +6 | 1d4+3 | 19-20/x2 |
| RANGE | TYPE | NOTES | |
| 70' | PIERCE | | |

AMMUNITION

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|-------------|--------------|--------|----------|
| HEAVY FLAIL | | 1d10 | x2 |
| RANGE | TYPE | NOTES | |
| 0 | BUNT | | |

AMMUNITION

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------|--------|----------|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |

AMMUNITION

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|--|-------------|----------------|------------------|-------|---------------|
| <input type="checkbox"/> APPRAISE | INT | | +2 | | |
| <input type="checkbox"/> BALANCE | DEX* | | +3 | | -6 |
| <input type="checkbox"/> BLUFF | CHA | | +2 | | |
| <input type="checkbox"/> CLIMB | STR* | -6 | +3 | | -6 |
| <input checked="" type="checkbox"/> CONCENTRATION | CON | | +1 | +2 | |
| <input checked="" type="checkbox"/> CRAFT () | INT | | +2 | | |
| <input type="checkbox"/> CRAFT () | INT | | | | |
| <input type="checkbox"/> CRAFT () | INT | | | | |
| <input type="checkbox"/> DECIPHER SCRIPT | INT | | +2 | | |
| <input checked="" type="checkbox"/> DIPLOMACY | CHA | | +2 | +3 | |
| <input type="checkbox"/> DISABLE DEVICE | INT | | +2 | | |
| <input type="checkbox"/> DISGUISE | CHA | | +2 | | |
| <input type="checkbox"/> ESCAPE ARTIST | DEX* | -6 | +3 | | -6 |
| <input type="checkbox"/> FORGERY | INT | | +2 | | |
| <input type="checkbox"/> GATHER INFORMATION | CHA | | +2 | | |
| <input checked="" type="checkbox"/> HANDLE ANIMAL | CHA | | +2 | +1 | |
| <input checked="" type="checkbox"/> HEAL | WIS | | +2 | +6 | |
| <input type="checkbox"/> HIDE | DEX* | -3 | +3 | | -6 |
| <input type="checkbox"/> INTIMIDATE | CHA | | +2 | | |
| <input type="checkbox"/> JUMP | STR* | -3 | +3 | | -6 |
| <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) | INT | | +2 | +2 | |
| <input checked="" type="checkbox"/> KNOWLEDGE (LOYALTY) | INT | | +2 | | |
| <input checked="" type="checkbox"/> KNOWLEDGE (RELIGION) | INT | | +2 | +3 | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | |
| <input type="checkbox"/> KNOWLEDGE () | INT | | | | |
| <input type="checkbox"/> LISTEN | WIS | | +2 | +0 | +12 RACIAL |
| <input type="checkbox"/> MOVE SILENTLY | DEX* | -3 | +3 | | -6 |
| <input type="checkbox"/> OPEN LOCK | DEX | | | | |
| <input type="checkbox"/> PERFORM () | CHA | | | | |
| <input type="checkbox"/> PERFORM () | CHA | | | | |
| <input type="checkbox"/> PERFORM () | CHA | | | | |
| <input checked="" type="checkbox"/> PROFESSION () | WIS | | +2 | +1 | |
| <input type="checkbox"/> PROFESSION () | WIS | | | | |
| <input checked="" type="checkbox"/> RIDE | DEX | | +3 | +4 | |
| <input type="checkbox"/> SEARCH | INT | | +2 | | +2 RACIAL |
| <input checked="" type="checkbox"/> SENSE MOTIVE | WIS | | +2 | +2 | |
| <input type="checkbox"/> SLEIGHT OF HAND | DEX* | -3 | +3 | | -6 |
| <input type="checkbox"/> SPELLCRAFT | INT | | +2 | | |
| <input type="checkbox"/> SPOT | WIS | | +2 | | +2 RACIAL |
| <input type="checkbox"/> SURVIVAL | WIS | | +2 | | |
| <input type="checkbox"/> SWIM | STR* | -3 | +3 | | -6 |
| <input type="checkbox"/> TUMBLE | DEX* | -3 | +3 | | -6 |
| <input type="checkbox"/> USE MAGIC DEVICE | CHA | | +2 | | |
| <input type="checkbox"/> USE ROPE | DEX | | +2 | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |

Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN

420 11000 14450 + 115 3704

EXPERIENCE POINTS

GEAR

| ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX |
|-----------------------|---------------|----------|---------|
| PLATE MAIL | HEAVY | +8 | +1 |
| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT |
| -6 | 35% | 20' | 56 |

| SHIELD/PROTECTIVE ITEM | AC BONUS | WEIGHT | CHECK PENALTY |
|------------------------|--------------------|--------|---------------|
| HEAVY SHIELD | +2 | 15 | -2 |
| SPELL FAILURE | SPECIAL PROPERTIES | | |
| 15% | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|-----------------|----------|--------|--------------------|
| | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|-----------------|----------|--------|--------------------|
| | | | |

| OTHER POSSESSIONS | | | | | |
|----------------------|-----|-----|---------------------|-----|-----|
| ITEM | PG. | WT. | ITEM | PG. | WT. |
| Chalk | | - | LONG SWORD | | 4 |
| Flint & Steel | | - | DAGGER | | 1 |
| Torches (10) | | 10 | LONG BOW | | 3 |
| SACK | | 2 | ARROWS (20) | | 3 |
| BACKPACK | | 2 | HEALER'S KIT | | 1 |
| OIL | | 1 | | | |
| EXPLORER'S OUTFIT | | 8 | | | |
| Whetstone | | 1 | | | |
| | | | HAND (magic) | | |
| | | | AMULET (anti magic) | | |
| | | | KEYS | | |
| TOTAL WEIGHT CARRIED | | | | | 76 |

| | | | | | |
|------------|-------------|------------|-----------------------------------|--------------------------------|-----------------------------|
| 76 | 153 | 230 | 230 | | |
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2x MAX LOAD | PUSH OR DRAG 5x MAX LOAD |

MONEY

| | |
|----|-----|
| CP | |
| SP | |
| GP | 89 |
| PP | 18 |
| | 107 |
| | 43 |
| | 150 |
| | 110 |
| | 140 |
| | 403 |
| | 543 |
| | 9 |

FEATS

LONG SWORD +1 PG.
POWER ATTACK.

SPECIAL ABILITIES

PG.
Detect Evil
DIVINE GRACE
LAY ON HANDS
~~DIVINE HELP~~
AURA OF GOOD
SMITE EVIL i2
= AURA OF COURAGE (3)
= DIVINE HEALTH (3)

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

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

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus
COMMON
ELVEN
DRAGONIC
ORC

180

Handwritten calculations and notes at the bottom of the page, including a vertical sum of numbers and various scribbles.