Character **SIR HECTOR LY**

Class/Kit **PALADIN** Level **8**

Race **HUMAN** Alignment **LG**

Patron Deity/Religion **SAINT CUTHBERT**

LIGHT SOURCE:

VISION: **NORMAL**

SPECIAL SENSES: **N/A**

Age	???	Sex	MALE
Height	5'2	Weight	180 lbs
Hair	BROWN	Eyes	BLUE
Skin	FAIR		

STR	18[52]	TO HIT	+2	DAMAGE	+3	WEIGHT ALLOW	160 lbs
		MAX PRESS	305 lbs	OPEN DOORS	13/20	BEND BARS LIFT GATES	25%
DEX	16	REACTION ADJ	+1	MISSILE ADJ	+1	DEFENCE ADJUSTMENT	-2
CON	15	HIT POINT ADJ	+1	SYSTEM SHOCK	90%	RESURRECTION SURVIVAL	95%
		POISION SAVE	0	REGENERATION:		N\A	
INT	9	# LANGUAGES # NON-WEAPON	+2	SPELL LEVEL	4th	LEARN LEVEL	35%
		MAX # SPELLS LVL	6	ILLUSION IMMUNITY:		N/A	
WIS	13	MAGIC DEFE	0	BONUS SPELLS	1st	SPELL FAILURE	0%
		SPELL IMMUNITY:	N/A				
CHA	17	MAX HENCH	10	LOYALTY BASE	+6	REACTION ADJ	+6
		COMELINESS	13	PERCEPTION	13		

HIT POINTS 70

HIT DICE: (d 10) 1st 11 2nd 8 3rd 10 4th 9 5th 7 6th 6 7th 9 8th 10 9th 10th

WOUNDS

ARMOUR CLASS

F

AC ARMOUR CLASS	BASE	DEX	ARMOUR	SHIELD	MISC 1	MISC 2	TOTAL
	10	8	3	2			3

WEAPON ATTACK

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	TOTAL	STR	MISC 1	MISC 2	MISC 3	TEMP
MELEE ATTACK BONUS		2	1			
RANGED ATTACK BONUS		1	2	2		
	TOTAL	DEX	P	N		

SAVING THROWS

	START	+/-	+/-	+/-	TOTAL	MODIFIER		
PARALYZATION POISION/DEATH	10	2	0	2	6	I		*
ROD STAFF WAND	12	2	0	2	8	I		*
PETRIFICATION POLYMORPH	11	2	0	2	7	I		*
BREATH WEAPON	12	2	0	2	8	I		*
SPELLS	13	2	0	2	9	I		*
SPELL RESISTANCE	*Paladins get +2 to ALL saves							

MOVEMENT

Movement	Rate	Movement	Rate
Base	12	Run (x 5)	60
Jog (x 2)	24	Day	
Run (x 3)	36		
Run (x 4)	48		

Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty
Light (⅔ MV)	161 - 199	9	—	—
Moderate (½ MV)	200 - 238	6	-1	—
Heavy (⅓ MV)	239 - 277	3	-2	+1
Severe (MV=1)	278 - 305	1	-4	+3

Weapon Proficiency	Slots
LONG SWORD	1
TWO-HANDED SWORD	1
MACE	1

Weapon Proficiency	Slots
SPEAR	0
LONG BOW	1

-2 Pen Non-Weapon

WEAPON COMBAT

MED -2 LONG -5

WEAPON	#AT	SIZE	TYPE	SPEED	Hit/Dmg Adj	S/M Damage L	RANGE/SPECIAL
LONG SWORD	3/2	M	S	5	/	1d8 / 1d12	
TWO-HANDED SWORD	1	L	S	10	/	1d10 / 3d6	
MACE	1	M	B	7	/	1d6+1 / 1d6	
					/	/	
LONG BOW	2	L	P	8	/	1d6 / 1d6	S: 70 M: 140 L: 210
SPEAR	2	S	B	6	/	1d6 / 1d8	S: 10 M: 20 L: 30

TUNING UNDEAD (Turns 2d6)

PRIEST VERSUS UNDEAD							
		Zombie	T	Ghast	10	Vampire or 9 HD	20
		Ghoul or 2 HD	T	Wraith or 6 HD	13	Ghost or 10 HD	
		Shadow or 3-4 HD	4	Mummy or 7 HD	16	Lich or 11+ HD	
Skeleton or 1 HD	D	Wight or 5HD	7	Spectre or 8 HD	19	Special	

AMMUNITION:

LONG BOW ARROWS +1 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

LONG BOW ARROWS +2 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

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PRIEST SPELLS

Spells per Level:

1st	0	6th	0
2nd	0	7th	0
3rd	0	8th	0
4th	0	9th	0
5th	0	Other	0

MAGIC ITEMS

	MAGIC ITEM	No#	Wt	ABILITY
a	LONG SWORD +1	1	4 lbs	+1 Flametongue +2 vs Regenerating +3 vs Cold-using Inflammable or Avian +4 vs Undead
b	LONG SWORD +1	1	1 lbs	+1 To Hit +1 Damage, His farther's old sword
c	MACE +1	1	10 lbs	+1 To Hit +1 Damage, His farther's old sword
d	2-HANDED SWORD +2	1	15 lbs	+1 To Hit +1 Damage - Casts Dimension Door x2 per day as 8th Level Wizard
e	SHIELD +1	1	10 lbs	Shield -1 AC Magic -1 AC (Total -2 AC)
f	SCALE MAIL +1 (6'4)		40 lbs	Scale Mail -4 AC Magic -1AC (Total -5 AC)
g	RING OF FORTITUDE	1	0 lbs	+4 to CON, for spell resolution only / System Shock 99% / Resurrection 99%
h	RING SHOOTING STARS	1	0 lbs	Faerie Fire (2 per day) as Spell / Spark Shower (1 per day)
i	RING PROTECTION +2	1	0 lbs	Improves Saving Throws versus all forms of attack by 2
j	EQUUS PENDANT		0 lbs	War Horse
k			0 lbs	
l	HOLY SYMBOL	1	1 lbs	If touched by an evil creature, a blast of radiant light does 2d10 damage to all creatures within 5'
m			0 lbs	
n	LONGBOW +2		3 lbs	+2 To Hit +2 Damage - (HAS AN OTHER MAGIC ABILITY)
o	LONGBOW ARROW +1	10	1 lbs	+1 To Hit +1 Damage
p	LONGBOW ARROW +2	10	1 lbs	+2 To Hit +2 Damage
	TOTAL WEIGHT		86 lbs	ENCUMBERANCE 00 / MOVEMENT RATE 00

MAGICAL ITEM CHARGES

RING SHOOTING STARS (Faerie Fire) ★★☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RING SHOOTING STARS (Spark Shower) ★☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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PROFICIENCY	SLOT	STAT	MOD	DESCRIPTION
ARMOURER	2	INT	-2	Can make all types of Armour
COOKING	1	INT	0	An accomplished cook
HEALING	2	WIS	-2	Heal 1d3 in the same round / +1 hip point per day (Page.124 PHB)
HERALDRY	1	INT	0	Identify different crests and symbols
RIDE LAND-BASED	1	WIS	+3	Vault on, Jump, Spur, Ride Free-Hands, Hide or Leap Off your mount
SWIMMING	1	STR	0	Can swim
TRACKING	3	WIS	-6	Page 131 Player Handbook

LANGUAGES	COMMON	ELVEN	DWARVAN
ORCISH	GOBLIN		

EQUIPMENT

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
CLOTHES	WEARING	0.5 lbs	BACKPACK	WEARING	20 lbs	BED ROLL	SADDLE	1 lbs
BELT & POUCH	WAIST	1 lbs	ROPE 50' (SILK)	BACKPACK	8 lbs	CLOTHES SPARE	SADDLE BAG	1 lbs
BOOTS & GLOVES	HANDS	0 lbs	FLINT & STEEL	BACKPACK	0 lbs	WATER SKIN	SADDLE	1 lbs
			WET STONE	BACKPACK	0 lbs	FOOD RATIONS	SADDLE	2 lbs
SCALE MAIL	WEARING	40 lbs	LAMP OIL (X 1)	BACKPACK	0 lbs	LAMP OIL (X 2)	SADDLE BAG	2 lbs
			IRON SPIKES (X 3)	BACKPACK	15 lbs			0 lbs
LONG SWORD	HIP	4 lbs	CHALK	BACKPACK	0 lbs			0 lbs
MACE	HIP	10 lbs	CANDLES	BACKPACK	0 lbs			0 lbs
					0 lbs			0 lbs
					0 lbs			0 lbs
					0 lbs			0 lbs
					0 lbs			0 lbs
					0 lbs			0 lbs
					0 lbs			0 lbs
LONG BOW	BACK	3 lbs			0 lbs			0 lbs
QUIVER	BACK	1 lbs	SCROLL CASE	BACKPACK	0 lbs			0 lbs
ARROWS +1 (1 10)	QUIVER	1 lbs	INK & PAPER	BACKPACK	0 lbs	LONG SWORD	HORSE	4 lbs
ARROWS +2 (X 10)	QUIVER	1 lbs	HOLY WATER (X 0)	BACKPACK	0 lbs	SPEAR	HORSE	6 lbs
TOTAL WEIGHT	61 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	90'	

TREASURE/OTHER POSSESSIONS

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
		00lbs			00lbs			00lbs
TOTAL WEIGHT	000 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	90'	

ANIMAL COMPANION

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
????????	LIGHT HORSE	7	2 + 2hp	18	2	19	1d4/1d4	Kick Attacks
NOTES MOVEMENT: 240'						HP:18-		

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
		0	0	0	0	0	0	
NOTES **MOVEMENT: 0'**						HP:0-		