Character **SIGUNE FELDSCHLACHTER**

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

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

Patron Deity/Religion **SAINT CUTHBERT**

LIGHT SOURCE: HER ARSE

VISION: NORMAL

SPECIAL SENSES: Laying on hands: 16hp

Age	???	Sex	FEMALE
Height	6'5	Weight	228 lbs
Hair	BLONDE	Eyes	GLOW
Skin	CHALK		

STR	18/75	TO HIT	+2	DAMAGE	+3	WEIGHT ALLOW	160 lbs
		MAX PRESS	305 lbs	OPEN DOORS	13/20	BEND BARS LIFT GATES	25%
DEX	18	REACTION ADJ	+2	MISSILE ADJ	+2	DEFENCE ADJUSTMENT	-4
CON	17	HIT POINT ADJ	+3	SYSTEM SHOCK	97%	RESURRECTION SURVIVAL	98%
		POISION SAVE	0	REGENERATION:		N\A	
INT	8	# LANGUAGES	1	SPELL LEVEL	N/A	LEARN LEVEL	N/A
		# NON-WEAPON MAX # SPELLS LVL	6	ILLUSION IMMUNITY:		N/A	
WIS	12	MAGIC DEFE	0	BONUS SPELLS	0	SPELL FAILURE	0%
		SPELL IMMUNITY:	N/A				
CHA	17	MAX HENCH	10	LOYALTY BASE	+6	REACTION ADJ	+6
		COMELINESS	17	PERCEPTION	14		

HIT POINTS 95

HIT DICE: (d 10) 1st 13 2nd 10 3rd 11 4th 13 5th 13 6th 12 7th 11 8th 12 9th 0 10th 0

WOUNDS

ARMOUR CLASS

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AC ARMOUR CLASS	BASE	DEX	ARMOUR	SHIELD	MISC 1	MISC 2	TOTAL
	10	6	-1	-3			-3

WEAPON ATTACK

B

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

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SAVING THROWS

	START	+/-	+/-	+/-	TOTAL	MODIFIER		
PARALYZATION POISION/DEATH	10	2	0	0	8	M		
ROD STAFF WAND	12	2	0	0	10	M		
PETRIFICATION POLYMORPH	11	2	0	0	9	M		
BREATH WEAPON	12	2	0	0	10	M		
SPELLS	13	2	0	0	11	M		
SPELL RESISTANCE								

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
HALBERD	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	
HALBERD	3/2	L	S/P	9	/	1d10 / 2d6	
MACE	3/2	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 - *Extra 2d4)

PRIEST VERSUS UNDEAD							
		Zombie	D	Ghast	4	Vampire or 9 HD	16
		Ghoul or 2 HD	D	Wraith or 6 HD	7	Ghost or 10 HD	19
		Shadow or 3-4 HD	T	Mummy or 7 HD	10	Lich or 11+ HD	20
Skeleton or 1 HD	D*	Wight or 5HD	T	Spectre or 8 HD	13	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 To Hit +1 Damage
b	LONG SWORD +3	1	4 lbs	+3 To Hit +3 Damage
c	MACE +1	1	10 lbs	+1 To Hit +1 Damage and +7 hit points extra on a natural 20 roll
d	LONG BOW +2	1	3 lbs	+2 To Hit +2 Damage
e	LONG BOW ARROWS +1	10	1 lbs	+1 To Hit +1 Damage
f	LONG BOW ARROWS +2	10	1 lbs	+2 To Hit +2 Damage
g	SHIELD +1, +4 Vs Missiles	1	10lbs	-2 AC & -5 vs Missiles - 20% Save Vs Magic Missiles
h	CHAIN MAIL ARMOUR +2	1	40lbs	Chain Mail -5 AC Magic -2 (Total -6 AC)
i				
j				
k	NECKLACE INVISIBILITY TO UNDEAD	1	1 lbs	Invisibility to Undead' spell for the 30 minutes for the wearer and 2 others
l	CLOAK OF ARACHNIDA	1	2 lbs	Spider Climb, Free Action in Webs, Cast Double Sized Web & +2 Save Vs Spider Poison
m	RING OF PROTECTION +2	1	0 lbs	Improves Saving Throws versus all forms of attack by 2
n	RING OF FIRE RESISTANCE	1	0 lbs	Immune to normal fires, Magic Fires 10 hp per rds and +4 to Save s Breath
o	NECKLACE OF MEMORY ENHANCEMENT	1	1 lbs	Immune to all memory loss & recall any sight, conversation, etc within the previous 7 days
p	STAFF OF CURING	1	4 lbs	Cure Disease, Cure Blindness, Cure Wounds (3d6 +3) or Cure Insanity
	TOTAL WEIGHT		81 lbs	ENCUMBERANCE 00 / MOVEMENT RATE 00

MAGICAL ITEM CHARGES

NECKLACE INVISIBILITY TO UNDEAD ★★★★☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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PROFICIENCY	SLOT	STAT	MOD	DESCRIPTION
BLIND FIGHTING	2	N/A	N/A	Only -2 to hit if blind or darkness and no AC penalty
RIDE LAND-BASED	1	WIS	+3	Vault on, Jump, Spur, Ride Free-Hands, Hide or Leap Off your mount
SWIMMING	1	STR	-2	Can swim

LANGUAGES	COMMON	ELVEN	

EQUIPMENT

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
CLOTHS	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
CHAIN 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			0 lbs
ARROWS +2 (X 10)	QUIVER	1 lbs	HOLY WATER (X 0)	BACKPACK	0 lbs	SPEAR	HORSE	6 lbs
TOTAL WEIGHT	60.5 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	90'	

TREASURE/OTHER POSSESSIONS

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
		0 lbs	GOLD COINS x100	BACKPACK	2 lbs	SILVER COINS x100	SADDLE BAG	1 lbs
TOTAL WEIGHT	000 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	90'	

ANIMAL COMPANION

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
BLITZEN	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-		