

KNIGHT



CHARACTER NAME Ulric von Zornwald **PLAYER NAME** _____
CLASS AND LEVEL Knight 8/10 **ECL** (19) **RACE/TEMPLATE** Human **SIZE** M **GENDER** M
ALIGNMENT LG **RELIGION/PATRON DEITY** St. Cuthbert **HEIGHT** 5'10" **WEIGHT** 185lbs. **LOOKS** _____

ABILITY SCORES

STR STRENGTH	<u>15</u>	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUS	MISC. BONUS	MISC. PENALTY	STRENGTH MODIFIER
							<u>+2</u>
DEX DEXTERITY	<u>16</u>	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUS	MISC. BONUS	MISC. PENALTY	DEXTERITY MODIFIER
							<u>+3</u>
CON CONSTITUTION	<u>16</u>	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUS	MISC. BONUS	MISC. PENALTY	CONSTITUTION MODIFIER
							<u>+3</u>
INT INTELLIGENCE	<u>10</u>	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUS	MISC. BONUS	MISC. PENALTY	INTELLIGENCE MODIFIER
							<u>0</u>
WIS WISDOM	<u>9</u>	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUS	MISC. BONUS	MISC. PENALTY	WISDOM MODIFIER
							<u>-1</u>
CHA CHARISMA	<u>16</u>	TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUS	MISC. BONUS	MISC. PENALTY	CHARISMA MODIFIER
							<u>+3</u>

COMBAT OPTIONS

BASE ATTACK BONUS +9/+14

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
<u>Lance</u>	<u>+1</u>	<u>1d8+3</u>	<u>x3</u>
<u>Melee</u>	<u>P</u>	<u>Reach (No Adjacent)</u>	
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
<u>+2 Longsword</u>	<u>+13/+8</u>	<u>1d8+4</u>	<u>19-20</u>
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
<u>Melee</u>	<u>S</u>		
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
<u>16. Shot Bar</u>	<u>+13/+8</u>	<u>1d6+3</u>	<u>x3</u>
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
<u>60</u>	<u>P</u>	<u>20 Arrows (+2 Str.)</u>	
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

HIT POINTS

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SPEED 30 **INITIATIVE MODIFIER** +3

GRAPPLE MODIFIER +8 = +6 (TOTAL) + +2 (BASE ATTACK BONUS) + 0 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + 0 (MISC. MODIFIER)

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	<u>11</u>	<u>7</u>	<u>3</u>	<u>1</u>		
REFLEX (DEXTERITY)	<u>16</u>	<u>3</u>	<u>2</u>	<u>1</u>		
WILL (WISDOM)	<u>17</u>	<u>7</u>	<u>(-1)</u>	<u>1</u>		

CONDITIONAL MODIFIERS

ARMOR CLASS

AC 32 = 10 (TOTAL) + 4 (ARMOR BONUS) + 2 (SHIELD BONUS) + 2 (DEX MODIFIER) + 1 (SIZE MODIFIER) + 1 (NATURAL ARMOR) + 1 (DEFLECTION MODIFIER) + (+1 Shield Spec) (MISCELLANEOUS MODIFIERS)

TOUCH AC 12 **FLAT-FOOTED AC** 25

SPECIAL DEFENSES

ARMOR WORN <u>Full Plate +2</u>	MAX DEX <u>+3</u>	ARMOR CHECK PENALTY <u>-3</u>	WEIGHT <u>50 lbs.</u>
SHIELD CARRIED <u>Heavy Steel Shield +2 (Zornwald's Mark)</u> <u>3 times a day attacks with my bones</u>	MAX DEX <u>-</u>	ARMOR CHECK PENALTY <u>-1</u>	WEIGHT <u>15 lbs.</u>

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/> APPRAISE ♦	INT	=	=	+	+
<input type="checkbox"/> AUTOHYPNOSIS	WIS	=	=	+	+
<input type="checkbox"/> BALANCE♦♦	DEX	=	=	+	+
<input type="checkbox"/> BLUFF ♦	CHA	=	=	+	+
<input checked="" type="checkbox"/> CLIMB♦♦	STR	=	=	+	+
<input type="checkbox"/> CONCENTRATION ♦	CON	=	=	+	+
<input type="checkbox"/> CRAFT (_____)♦♦	INT	=	=	+	+
<input type="checkbox"/> CRAFT (_____)♦♦	INT	=	=	+	+
<input type="checkbox"/> CRAFT (_____)♦♦	INT	=	=	+	+
<input type="checkbox"/> DECIPHER SCRIPT	INT	=	=	+	+
<input type="checkbox"/> DIPLOMACY ♦	CHA	=	=	+	+
<input type="checkbox"/> DISABLE DEVICE	INT	=	=	+	+
<input type="checkbox"/> DISGUISE ♦	CHA	=	=	+	+
<input type="checkbox"/> ESCAPE ARTIST♦♦	DEX	=	=	+	+
<input type="checkbox"/> FORGERY ♦	INT	=	=	+	+
<input type="checkbox"/> GATHER INFORMATION ♦	CHA	=	=	+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	13	10	3	+
<input checked="" type="checkbox"/> HEAL ♦	WIS	9	10	-1	+
<input type="checkbox"/> HIDE♦♦	DEX	=	=	+	+
<input checked="" type="checkbox"/> INTIMIDATE ♦	CHA	=	=	+	+
<input checked="" type="checkbox"/> JUMP♦♦	STR	4	8	2	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (ARCH/ENG)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)	INT	=	=	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY/ROYALTY)	INT	5	5	0	+
<input type="checkbox"/> KNOWLEDGE (THE PLANES)	INT	=	=	+	+
<input type="checkbox"/> KNOWLEDGE (PSIONICS)	INT	=	=	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT	5	5	0	+
<input type="checkbox"/> KNOWLEDGE (_____)♦	INT	=	=	+	+
<input type="checkbox"/> LISTEN ♦	WIS	=	=	+	+
<input type="checkbox"/> MOVE SILENTLY♦♦	DEX	=	=	+	+
<input type="checkbox"/> OPEN LOCK	DEX	=	=	+	+
<input type="checkbox"/> PERFORM (ACT)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (COMEDY)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (DANCE)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (KEYBOARD)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (ORATORY)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (PERCUSSION)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (STRING INSTRUMENT)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (WIND INSTRUMENT)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (SING)♦	CHA	=	=	+	+
<input type="checkbox"/> PERFORM (_____)♦	CHA	=	=	+	+
<input type="checkbox"/> PROFESSION (_____)♦	WIS	=	=	+	+
<input type="checkbox"/> PROFESSION (_____)♦	WIS	=	=	+	+
<input type="checkbox"/> PSICRAFT	INT	=	=	+	+
<input checked="" type="checkbox"/> RIDE ♦	DEX	22	13	3	6
<input type="checkbox"/> SEARCH ♦ <i>tools, disarm</i>	INT	=	=	+	+
<input type="checkbox"/> SENSE MOTIVE ♦	WIS	=	=	+	+
<input type="checkbox"/> SLEIGHT OF HAND♦	DEX	=	=	+	+
<input type="checkbox"/> SPELLCRAFT	INT	=	=	+	+
<input type="checkbox"/> SPOT ♦	WIS	1	2	-1	+
<input type="checkbox"/> SURVIVAL ♦	WIS	=	=	+	+
<input checked="" type="checkbox"/> SWIM♦♦	STR	=	=	+	+
<input type="checkbox"/> TUMBLE♦♦	DEX	=	=	+	+
<input type="checkbox"/> USE MAGIC DEVICE	CHA	=	=	+	+
<input type="checkbox"/> USE PSIONIC DEVICE	CHA	=	=	+	+
<input type="checkbox"/> USE ROPE ♦	DEX	=	=	+	+

Skills in italics are psionics-related.
 Mark this box with an X if the skill is a class skill for the character.
 ♦ Denotes a skill that can be used untrained.
 * Armor check penalty, if any, applies. (Double penalty for Strim.)

RACIAL TRAITS/CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY: All simple and martial weapons, armor and shields (not tower).

KNIGHT'S CHALLENGE: Challenge foes 1/2 level + Cha bonus/day.

THE KNIGHT'S CODE: Fight with code of honor, or lose knight's challenge.

SHIELD BLOCKING (EX): 2nd level, +1 AC vs. chosen foe; +2 at 11th, +3 at 20th.

BULWARK OF DEFENSE (EX): 3rd level, treat threatened squares as difficult terrain.

ARMOR MASTERY (EX): 4th level, ignore speed reduction in medium armor; at 9th, heavy armor, *reduce Armor class*

VIGILANT DEFENDER (EX): 5th level, add level to opposing Tumble DC. *Pinning, Max Dex*

SHIELD ALLY (EX): 6th level, can take half damage for adjacent ally.

IMPROVED SHIELD ALLY (EX): 14th level, can take all damage for adjacent ally.

IMPEVIOUS ENDURANCE (EX): 17th level, no automatic saving throw misses.

FEATS

MOUNTED COMBAT: 2nd level, Ride check to negate hit vs. mount, 1/round

Shield Specialization
Combat Reflexes
Hold the Line
Expert Tactician
Ride by Attack
Arms Shield Defense
Spirited Charge

LANGUAGES

Initial languages = Common + automatic languages - Int bonus

Common
Cuthbertian

SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON ...
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

