KNIGhT



CHARACTER N	IAME					PLA	YER NAME				
CLASS AND LE	VEL						ECL	:	RACE/TEMPLATE	SIZI	GENDER
ALIGNMENT	RELIC	SION/PAT	RON DE	ITY		HEIGH	IT W	EIGHT	LOOKS		
ABILI'	TY SCO	ORES					COMBA	T OPT	TIONS		HIT POINTS
STR :		++	MISC.	MISC.	STRENGTH	BAS	E ATTACK	BON	US		
DEW	RACIAL MOD.	BONUSES	BONUSES	PENALTIES	MODIFIER	WEAPON	ī	ATTACK B	ONUS DAMAGE	CRITICAL	
DEX TOTAL	BASE SCORE + RACIAL MOD.	+ + ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	DEXTERITY MODIFIER	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
CON :		++ ENHANCEMENT	MISC.	MISC.	CONSTITUTION	WEAPON	ı	ATTACK B	ONUS DAMAGE	CRITICAL	
	RACIAL MOD.	BONUSES	BONUSES	PENALTIES	MODIFIER	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
INT INTELLIGENCE TOTAL	BASE SCORE + RACIAL MOD.	+ + + + + + + BONUSES	MISC. BONUSES	MISC. PENALTIES	INTELLIGENCE MODIFIER	WEAPON	ı	ATTACK B	ONUS DAMAGE	CRITICAL	
WIS :	BASE SCORE +	++ ENHANCEMENT	MISC.	MISC.	WISDOM	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
	RACIAL MOD.	BONUSES	BONUSES	PENALTIES	MODIFIER	WEAPON	ī	ATTACK B	ONUS DAMAGE	CRITICAL	
CHA :	BASE SCORE + RACIAL MOD.	++ ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	CHARISMA MODIFIER	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
SPEED							INITIATI	VE MOI	DIFIER		
GRAPPLE MOI	OIFIFR		=			_	+				
		TOTAL	BASE	ATTACK NUS	STRENGTH MODIFER	SIZE		ER.			
SAVIN	GTHI	ROWS									
	TOTAL	BASI SAVI		ABILITY ODIFIER	MAGIC MODIFIER	MISC. MODIFI			CONDITIONAL MC	DDIFIERS	
FORTITUDI	Е	=	+		+	+	+				
REFLEX (DEXTERITY)		=	+		+	+	+				
WILL (WISDOM)		=	+		+	+	+				
(E) ARMO	OR CLA	SS									
AC = 1					+	_ +	+	+			
TOTAL	BONU		IELD NUS	DEX MODIFIER	SIZE MODIFIEI			ECTION DIFIER	MISCELLANEO MODIFIERS		SPECIAL DEFENSES
TOUCH AC		I	LAT-F	OOTE	D AC						
ARMOR WORN							MAX DEX	ARM	OR CHECK PENALTY	WEIGHT	
SHIELD CARRIED							MAX DEX	ARM	OR CHECK PENALTY	WEIGHT	

RIENCE	© GEAR		
INTS			
	POSSESSIONS ON PERSON	LOCATION	WEIGHT
	11 4.71	LOCATION	WEIGHI
		····	
		<u>-</u>	
			
			
	POSSESSED VICTOR ON PEDSON		
	POSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
	MACICITEMS WORN		
	MAGIC ITEMS WORN		
	HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	

CARRYING CAPACITY

 $\overline{NECK} (\texttt{AMULET}, \texttt{BROOCH}, \texttt{MEDALLION}, \texttt{PERIAPT}, \texttt{OR}\, \texttt{SCARAB})$

 $\overline{SHOULDERS}~(\texttt{Cloak},\texttt{Cape},\texttt{ormantle})$

RING #1

RING #2

LIGHT LOAD:_

MEDIUM LOAD:___

HEAVY LOAD:_

 $\overline{BODY} \, (\text{ROBE OR SUIT OF ARMOR})$

 $\overline{TORSO}\,\text{(vest, vestment, or shirt)}$

 $\overline{WAIST}_{(\mathtt{BELT}\,\mathtt{OR}\,\mathtt{GIRDLE})}$

 $\overline{FEET} (\texttt{BOOTS}, \texttt{SHOES}, \texttt{OR}\, \texttt{SLIPPERS})$

MONEY

MAGIC	(E) SPELLS
DOMAINS (CLERIC ONLY)	SPELL SAVEDC MOD
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS
DOMAIN NAME GRANTED POWER	
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL SPELLS/ BOXES SPELL SPELLS/ BOXES SPELL SPELL DAY SPELLS/ BOXES SPELL SPELLS/ BOXES SPELLS O 5th
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL PROHIBITED CHOCK TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	
ARCANE SPELL FAILURE %	2 nd 7 th 7
TURN/REBUKE UNDEAD	3 rd 8 th
TIMES PER DAY TURNING CHECK TURNING I	DAMAGE
3 + CHA MODIFIER 1d20 + CHA MODIFIER 2d6 + CLERIC (+4 WITH EXTRA TURNING FEAT) CHA MOD	CLEVEL+ DDIFIER
PSIONICS	
PSIONIC POWERS MAXIMUM POWER LEVE	POWER POINTS PER DAY
PRIMARY DISCIPLINE	VEL KNOWN
RAGE	
	RAGES USED □□□□□□□□□□
RAGES/DAY DURATION STR/CON BONUS	WILL SAVE AC PENALTY BONUS ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIAR, O	R PSICRYSTAL
NAME	CREATURE TYPE
STR DEX CON INT WIS CHA	TIATIVE HIT POINTS
SPE	
AC = 10 + + + +	TOUCH AC FLAT-FOOTED AC
TOTAL DEX SIZE NATURAL MISC. MODIFIER MODIFIER ARMOR MODIFIERS	
SAVING THROWS ATTACKS	
FORTITUDE (CON) WEAPON ATTACK BONUS	DAMAGE CRITICAL GRAPPLE MODIFIER
REFLEX (DEX) WEAPON ATTACK BONUS	DAMAGE CRITICAL
WILL (WIS)	PERSONALITY
SKILLS FEATS	DAMAGE CRITICAL
+ SPECIAL ABIL:	LITIES TRICKS
+	
+	
+	
+	

SKILLS KEY SKILL ABILITY SKILL NAME ABILITY MODIFER MODIFER MODIFER Appraise ◆ INT AUTOHYPNOSIS Balance* ◆ Bluff ◆ CHA_ 1 Climb* ◆ Concentration ◆ CON _ CRAFT (INT П CRAFT (_ INT CRAFT (DECIPHER SCRIPT DIPLOMACY ◆ DISABLE DEVICE INT ____+_ Disguise ◆ ESCAPE ARTIST* ◆ FORGERY • GATHER INFORMATION ◆ **/** HANDLE ANIMAL Heal ♦ Hide* ◆ 1 Intimidate ◆ 1 Jump* ◆ KNOWLEDGE (ARCANA) KNOWLEDGE (ARCH/ENG) $K_{\text{NOWLEDGE}}\left(\text{dungeoneering}\right)$ $K_{\text{NOWLEDGE}} \, (\text{geography})$ Knowledge (history) $K_{\text{NOWLEDGE (local)}}$ KNOWLEDGE (NATURE) 1 K NOW I EDGE (NOBILITY/ROYALTY) KNOWLEDGE (THE PLANES) INT KNOWLEDGE (PSIONICS) INT $K_{\hbox{NOWLEDGE}} \, (\hbox{\scriptsize religion})$ INT Knowledge (_ Listen ◆ Move Silently* ◆ OPEN LOCK DEX Perform (act) ◆ CHA Perform (comedy) ◆ $Perform~(\text{dance})~\spadesuit$ CHA ____= ___ PERFORM (KEYBOARD) ◆ Perform (oratory) ◆ PERFORM (PERCUSSION) ◆ PERFORM (STRING INSTRUMENT) • Perform (wind instrument) lacktriangleCHA = + + PERFORM (SING) • CHA _____ = ____+ ___ П Perform (_ CHA Profession (_ WIS Profession (_ WIS PSICRAFT 1 Ride • Search ◆ INT _ Sense Motive ◆ WIS SLEIGHT OF HAND* SPELLCRAFT Spot lacktriangleSurvival ◆ 1 Swim* ◆ Tumble* USE MAGIC DEVICE



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.

VIGILANT DEFENDER (Ex): 5th level, add level to opposing Tumble DC.

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.

IMPETUOUS ENDURANCE (Ex): 17th level, no automatic saving throw misses.

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

LANGUAGES	
Initial languages = Common + automatic languages + Int bonus	

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

Use PSIONIC DEVICE

☐ Use Rope ◆

CHA = + +

DEX

Skills in italics are paionics-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 cleck penalty, if any, applies. (Double penalty for Swim.)