

Adventurer's Name:

Armor Class	-1 [20]	Hit Points	64	Saving Throw	4
Class	Paladin	Speed	12	XP	478,075
Level	11	Race	Human	Alignment	Lawful
Strength	17	Dexterity	12	Constitution	12
Intelligence	13	Wisdom	15	Charisma	15
Gold	732	Spell Levels	3/2/1		
Bonuses	+2/ +2, Open Doors 1-4, Weight +30				

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Blade of Brilliant Energy	+3	Light as a torch to a 20' radius. A Blade of Brilliant Energy ignores non-living matter. Armor bonuses and parrying do not count against it. (Dexterity, natural armor and other such bonuses still apply). Cannot harm undead, constructs and objects.
Mace of Smiting	+3/ +3	+5 v's Constructs
Plate Armor +2		Armor Class -2
Potion of Extra-Healing		

Equipment	Equipment
Clothing	Rations
Canteen	Caltrops (20)
Vials: Holy Water (2)	Holy Symbol
Mail Coif	Shield
Rope 50'	Lantern
Oil (3)	Tinderbox
War Horse AC 5, 5+5HD, Speed 180'/ 60'	Backpack
Tent for 6	Torches (4)
Iron Spikes (12)	

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level
Create Water	1	Hold Person	2	Prayer	3
Cure Light	1	Resist Fire	2		

Spell	Level	Spell	Level	Spell	Level
Light	1				

Skill	Level	Skill	Level	Skill	Level

Languages		
Common Tongue	Dwarven	Elvish
Giantish (inc. Ogres)	Goblinoid (inc. Orcs)	

Treasures		