Player:
Character: Xera Shivali
Campaign:

Race: Dark Elf
Class: Knight
Gender: Female

Character Sheet for Ambition & Avarice

Attributes		Mod
Strength:	11	+0
Dexterity:	16	+2
Constitution:	10	+0
Intelligence:	14	+1
Wisdom:	9	+0
Charisma:	13	+1

+ modifier vs **DC**

Saving Throws	
Blast:	17+
Death:	13+
Paralysis:	14+
Poison:	10+
Reflex:	10+
Spells:	15+

equal or greater

Dungeon Throws	
Climb:	15+
Force:	15+
Locks:	16+
Notice:	16+
Sneak:	21+
Traps:	14+

equal or greater

In Six Chances

4 in 6 of extracting poison from source
2 in 6 of recognizing a distilled poison

equal or lower

Class Features	
Expertise:	Honor
Identify:	Heraldry
Other:	-2 morale for enemies

Proficiences
All melee weapons

To Hit Bonus: +0

Armor Class: 16

Hit Points: 9 / 9

Experience Points	
Current:	0
Next Level:	1,000

Miscellaneous Notes

Infravision ☐

Hit Die:	d6
Rest Die:	1d8

Languages: Common, Dark Elven

Equipment

CP	SP	EP	GP	PP
	82			

Belt Pouch for coins :

Longsword (1d8, ignores non-metal armor)
Dagger (1d4)
Ring Mail (+3 AC, +3 Sneak)
Light Shield (+1 AC, +1 Sneak)

Backpack : 5 days of rations, flint & steel, 2 blocks of wax, 2 bags of caltrops

Known Spells

Spells Per Day	1st	2nd	3rd	4th	5th	6th	7th

Memorized Spells

Encumbrance & Speed

Status	Weight	Exploration	Combat	Sprint
Moderate	56	180	48	144