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453	
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**JUNGEONS** 

Paladin CLASS	RACE		ALIGNMENT		DEITY		•					
LEVEL	SIZE AGE	GENDER	HEIGHT	WEIGHT	EYES	— <sub>Н</sub>	CHARA(	CTER	RECO	RD S	HEE	TS
ABILITY NAME	ABILITY ABILITY TEMPORARY SCORE MODIFIER SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS	/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	•	SPEED	)
STR STRENGTH		HIT PO	P						d10			
<b>DEX</b> DEXTERITY		ARMOR	CLASS	10+	+ +		+ + + +					
CON			TOTAL	ARM BOM	MOR SHIELD NUS BONUS M	DEX MODIFI	SIZE NATURAL MISC ER MODIFIER ARMOR MODIFIER		MISS CHANCE	ARMOR CHECK R PENALTY	SPELL ESISTANCE	
INT INTELLIGENCE			TIATIVE MODIFIER		+	CLASS		SKIL	LS	MA	X RANKS	/
WIS		3	ASE ATTA		EX MISC IFIER MODIFIER	CROSS-C	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA			ASE ATTA			$\boxtimes$	Асснему	INT	:	=	+	+
	LIBOWS TOTAL BAS	SE ABILITY MAGIC	MISC. TEM	4D			Appraise ■ Balance ■	INT DEX*		=	+	.+
SAVING THE	HROWS TOTAL SAN	MODIFIER MODIFIE	R MODIFIER MOD	IFIER CONDITION	vine Grace:	_	BLUFF ■	CHA		=·	+: +	+
FORTI (CONSTITU		++		/if v	ly Cha bonus ou have one)	$\boxtimes$	CLIMB ■	STR*	:	=	+	+
REFL (DEXTER	EX	+ + +	]+[ ]+	to	all saves.	_	Concentration ■	CON	=	=	+	+
WIL							Craft ■ (	) INT CHA		=:	+	+
(WISDO							DISABLE DEVICE	INT		=	+	+ +
						_	DISGUISE ■	СНА	:	=	+	+
	т	OTAL BASE ATTA	STR CK BONUS MODIFI	SIZE ER MODIFIER M	MISC TEMPORAR	D	ESCAPE ARTIST ■ FORGERY ■	DEX*		=	+	+
MI	EK BONUS	=	+	]+[ ]+[			GATHER INFORMATION	INT CHA		=·	+ <del>-</del>	+ +
	NGED				=		HANDLE ANIMAL	СНА		=	+	+
	CK BONUS	BASE ATTA	CK BONUS DEX	SIZE	MISC	200	HEAL ■	WIS	=	=·	+	+
	10	OTAL BASE ALIA	MODIFI	ER MODIFIER M			HIDE ■ INNUENDO	DEX* WIS		=·	+	+
W	/EAPON						INTIMIDATE ■	СНА			+	+
V	ZEAPON	TOTAL ATTACK BO	NUS DA	MAGE	CRITICAL		INTUIT DIRECTION	WIS	=		+	+
							JUMP   KNOWLEDGE (ADSAULA)	STR*	=	=	+	+
RANGE	WEIGHT TYPE	SIZE	SPECIAL	. PROPERTIES	5		KNOWLEDGE (ARCANA) KNOWLEDGE (ARCHITECTUR	INT E		=	+	+
							& ENGINEERING)	INT	=	=	+	+
V	/EAPON						KNOWLEDGE (GEOGRAPHY)	INT	=	=	+	+
	LAPON	TOTAL ATTACK BO	NUS DA	MAGE	CRITICAL	-	Knowledge (history) Knowledge (local)	INT	=	<u>-</u>	+ <del>-</del>	+
							KNOWLEDGE (NATURE)	INT		=: -	+ 	+ +
RANGE \	WEIGHT TYPE	SIZE	SPECIAL	. PROPERTIES	5		Knowledge					
							(NOBILITY & ROYALTY)	INT	=	=	+	+
17	/EAPON						KNOWLEDGE (THE PLANES) KNOWLEDGE (RELIGION)	INT	=	=·	<b></b>	+
· ·	7.1.2.1.1	TOTAL ATTACK BO	NUS DA	MAGE	CRITICAL	_	LISTEN .	WIS	=	<del>-</del>	+ + ·	+ +
						_	MOVE SILENTLY ■	DEX☆			+	' +
RANGE \	WEIGHT TYPE	SIZE	SPECIAL	PROPERTIES	5		OPEN LOCK	DEX	=	<del>-</del>	+	+
							Perform ■ (	_/ }				
								—) ) СНА	=	= -	+ .	+
ARMOR/F	PROTECTIVE ITEM	ТҮРЕ	ARMOR BONU	JS MAY	DEX BONUS		Ріск Роскет	DEX*			·	+
-				MAA	BONOS	_	Profession (	_) wis	=	=	F	+
CHECK DENIA	LTY SPELL FAILURE SP	EED WEIGHT	CDEC	IAL BRODERT	156		RIDE ■ (	_) DEX INT		= <del>-</del>	++ + 0 +	+
CHECK PENA	LIY SPELL FAILURE SP	EED WEIGHT	SPEC	IAL PROPERT	IE2		SEARCH ■	INT			+ 0 +	+
						_	SENSE MOTIVE	WIS	=		+	+
SHIELD/PR	ROTECTIVE ITEM ARM	OR BONUS WEL	CHECK	PENALTY SI	PELL FAILLIRE		SPELLCRAFT SPOT ■	INT		=	<u></u>	<del></del>
	Alki		S. I.S.		III ANI-ONE	_	SWIM ■	WIS STR**	=		r+	+
		SDECIAL PROPERTY	FC				TUMBLE	DEX*		·	++ ++	 +
		SPECIAL PROPERTI	-5			_	Use Rope ■	DEX	=		F+	+
						_	WILDERNESS LORE ■	WIS			++	<b></b>
		AMMUNITION									+ L	+
		]			888 8888 888 8888						: <del>1</del> } 4	r
										=	r	+

PLAYER

CHARACTER NAME

CAMPAIGN				DETECT EVIL (AT WILL): 60-foot-radius range; area of a	
				quarter circle emanating from you to extreme of range; requires concentration.	
EXPERIENCE POINTS				LAY ON HANDS USED	
	GEAR			POINTS/DAY (CHA BONUS × LEVEL)	
ITEM	WT.	ITEM	WT.	SMITE EVIL (+ CHARISMA BONUS TO ATTACK)	
TI LIV		IILW	<b>"</b> "		
				SMITE EVIL EXTRA DAMAGE  1 × LEVEL	
				2ND:	
				REMOVE DISEASE TIMES/WEEK  USED	
				TURN ATTEMPTS	—
				TIMES/DAY 3 + CHA MOD. + 4/EXTRA TURNING USED	
				TURNING CHECK MODIFIER	
				CHA MODIFIER	
				CLERIC LEVEL FOR TURNING	
, ,				PALADIN LEVEL – 2 3rd:	
				TURNING MOST POWERFUL UNDEAD AFFECTED CHECK	
				(WAX NO)	
				UP TO 0 CLERIC'S LEVEL - 4 NUMBER OF HD TURNED =	
				2d6	
				4-6 CLERIC'S LEVEL - 2 + CLERIC LEVEL	
				7–9 CLERIC'S LEVEL – 1 + 4TH:	
				10–12 CLERIC'S LEVEL  If cleric level is	
				double the HD of the undead or more,	
				the undead are  16–18 CLERIC'S LEVEL + 2 destroyed rather	
				than turned	
				22+ CLERIC'S LEVEL + 4	
				SPELL SAVE	
		<u> </u>		мс	WIS DDIFIE
				SPELL LEVEL SPELLS BU	
					0
				1st	
					ᆜ
				3RD	
			-	4TH	
		TOTAL WEIGHT CARRIED		Your caster level is one-half your paladin class	; level.
	MONE			LANGUAGES	
CP —				Initial languages =	
·				Common + racial languages + Int bonus Each add'l language (Speak Language) = 2 skill	
SP					
GP —				LIGHT LOAD MEDIUM LOAD HEAVY LOAD	
PP —				LIFT OVER LIFT OFF PUSH OR	
				HEAD GROUND DRAG  EQUALS 2 x MAX LOAD 5 x MAX LOAD	

SPECIAL ABILITIES/FEATS

DAILY SPELLS