

Shoshenq

NAME	Pld7 SoR3	47456
CLASS	EXPERIENCE	10
Character Level	NEXT LEVEL	17

Justin

PLAYERNAME	Human	Medium
RACE	SIZE	Male
AGE	GENDER	

Pelor

DEITY	6' 3"	188 lbs.
HEIGHT	WEIGHT	
EYES	HAIR	

Lawful Good

ALIGNMENT	VISION	POINTS
		0



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2	14	+2	14	+2
DEX	12	+1	12	+1	12	+1
CON	11	+0	11	+0	11	+0
INT	10	+0	10	+0	10	+0
WIS	16	+3	16	+3	16	+3
CHA	20	+5	20	+5	20	+5
APP	20	+5	20	+5	20	+5

HP hit points	AC armor class	WOUNDS/CURRENT HP						SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED			
69	25	TOTAL FLAT TOUCH BASE										3/-		Walk 20 ft.			
		24	13	10	10	2	1	0	0	2	2			50	-6	0	
		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

INITIATIVE modifier	BASE ATTACK bonus
+1 = +1 + +0	+10/+5
TOTAL	
DEX MODIFIER	MISC MODIFIER

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-5	= 1	+	-6
✓ Bluff	CHA	5	= 5	+	+
✓ Climb	STR	-4	= 2	+	-6
✓ Concentration	CON	1	= 0	+	1.0
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	17	= 5	+	10.0
✓ Disguise	CHA	5	= 5	+	+
✓ Escape Artist	DEX	-5	= 1	+	-6
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	5	= 5	+	+
✓ Handle Animal	CHA	7	= 5	+	2.0
✓ Heal	WIS	4	= 3	+	1.0
✓ Hide	DEX	-5	= 1	+	-6
✓ Intimidate	CHA	5	= 5	+	+
✓ Jump	STR	-10	= 2	+	-12
Knowledge (Religion)	INT	10	= 0	+	10.0
✓ Knowledge (The Planes)	INT	1	= 0	+	1.5
✓ Listen	WIS	3	= 3	+	+
✓ Move Silently	DEX	-5	= 1	+	-6
✓ Ride	DEX	6	= 1	+	5.0
✓ Search	INT	0	= 0	+	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Speak Language		1	= 0	+	1.0
✓ Spot	WIS	3	= 3	+	+
✓ Survival	WIS	3	= 3	+	0.5
✓ Swim	STR	-10	= 2	+	-12
✓ Use Rope	DEX	1	= 1	+	0.5
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	= +8	+ +0	+ +0	+ +5	+ +0		
REFLEX (dexterity)	+9	= +3	+ +1	+ +0	+ +5	+ +0		
WILL (wisdom)	+13	= +5	+ +3	+ +0	+ +5	+ +0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	= +10/+5	+ +2	+ +0	+ +0	+ +0	
RANGED attack bonus	+11/+6	= +10/+5	+ +1	+ +0	+ +0	+ +0	
GRAPPLE attack bonus	+12/+7	= +10/+5	+ +2	+ +0	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8	1d3+2	20/x2	5 ft.

*Longsword +1, +3 vs Undead							
HAND	TYPE	SIZE	CRITICAL	REACH			
Primary	P	M	19-20/x2	5 ft.			
To Hit		Dam		To Hit		Dam	
1H-P	+14/+9	1d8+3	2W-P(OH)	+8/+3	1d8+3	1d8+3	1d8+3
1H-O	+10/+5	1d8+2	2W-P(OL)	+10/+5	1d8+3	1d8+3	1d8+3
2H	+14/+9	1d8+4	2W-OH	+4	1d8+2	1d8+2	1d8+2

Special Properties Weapon is +3 to hit vs. Undead
 *: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Holy Plate	Heavy	+10	+1	-5	35
*Masterwork Shield (Heavy/Metal)	Heavy	+2		-1	15
*Helm of Command		+2		+0	0

This +2 AC helm has the following additional powers: wearer is immune to ESP; cast Command, Remove Fear, Entrall once per day as an 8th lvl cleric as a swift action; Glows as Light spell at will; Glows blue within 30ft of undead; +2 morale bonus to troops

LAY ON HANDS													
HP per day	<table border="1"> <tr> <td>□ □ □ □ □</td> <td>□ □ □ □ □</td> <td>□ □ □ □ □</td> <td>□ □ □ □ □</td> <td>□ □ □ □ □</td> <td>□ □ □ □ □</td> </tr> <tr> <td>□ □ □ □ □</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □					
□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □	□ □ □ □ □								
□ □ □ □ □													

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+7
Up to 0	0	Turning level	4
1 - 3	1	Turning damage	2d6+9
4 - 6	2	You destroy Undead creatures with total hit dice up to 2.	
7 - 9	3		
10 - 12	4		
13 - 15	5		
16 - 18	6		
19 - 21	7		
22+	8		
TURN/DAY	□ □ □ □ □ □ □ □		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Helm of Command	Equipped	1	3.0	10000.0
This +2 AC helm has the following additional powers: wearer is immune to ESP; cast Command, Remove Fear, Entrall once per day as an 8th lvl cleric as a swift action; Glows as Light spell at will; Glows blue within 30ft of undead; +2 morale bonus to troops				
Holy Plate	Equipped	1	50.0	13150.0
Longsword +1, +3 vs Undead	Equipped	1	4.0	10615.0
Weapon is +3 to hit vs. Undead				
Masterwork Shield (Heavy/Metal)	Equipped	1	15.0	170.0
TOTAL WEIGHT CARRIED/VALUE			72 lbs.	33935.0 gp

WEIGHT ALLOWANCE		
Light 58	Medium 116	Heavy 175
Lift over head 175	Lift off ground 350	Push / Drag 875

Special Attacks	
Smite Evil (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+5 with one normal melee attack for +7 extra damage 2/day	
Turn Undead	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
8/day (turn level 4) (turn damage 2d6+9)	

Special Qualities	
Aura of Courage (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects.	
Aura of Good (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Strong	
Detect Evil (Sp)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Divine Grace (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Divine Health (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Lay on Hands (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
35 hp/day	
Remove Disease (Sp)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
1/week	
Special Mount (Sp)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]

Feats	
Celestial Mount	[xxx - Book of Exalted Deeds, p.42]
Your special mount is a true creature of the heavens.	
Intuitive Attack	[xxx - Book of Exalted Deeds, p.44]
You fight by faith more than brute strength.	
Mounted Combat	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.	
Nimbus of Light	[xxx - Book of Exalted Deeds, p.44]
Nimbus of Light:Gain a +2 circumstance bonus to Diplomacy and Sense Motive checks with good creatures. ~ Shed bright light in 5' radius and shadowy illumination in 10' radius.	
Power Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.	
Ride-By Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.	
Sacred Vow	[xxx - Book of Exalted Deeds, p.45]
You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.	
Weapon Focus (Longsword)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common

Class Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil		None	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i>						<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
Reveals creatures, spells, or objects of selected alignment.										
* =Domain/Speciality Spell										

Paladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Axiomatic Water <i>Effect:</i> Makes lawful-aligned axiomatic water.	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes	Transmutation [Lawful] Caster Level: 3	splcmp: p,22
□□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.		None	1 standard action	3 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3	RSRD: SpellsA-B.rtf
□□□□□ Blessed Aim <i>Effect:</i> +2 bonus for allies' ranged attacks.	14	Will negates (harmless)	1 standard action	3 minutes	50 ft.	V, S	No	Divination Caster Level: 3	splcmp: p,31
□□□□□ Bless Water <i>Effect:</i> Makes holy water.	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good] Caster Level: 3	RSRD: SpellsA-B.rtf
□□□□□ Bless Weapon <i>Effect:</i> Weapon strikes true against evil foes.		None	1 standard action	3 minutes	Touch	V, S	No	Transmutation Caster Level: 3	RSRD: SpellsA-B.rtf
□□□□□ Clear Mind <i>Effect:</i> +4 on saves against mind-affecting spells and abilities.			1 standard action	30 minutes	Personal	V, S, DF		Abjuration Caster Level: 3	splcmp: p,47
□□□□□ Create Water <i>Effect:</i> Creates 6 gallons of pure water.		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Water] Caster Level: 3	RSRD: SpellsC.rtf
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+3 damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 3	RSRD: SpellsC.rtf
□□□□□ Deafening Clang <i>Effect:</i> Weapon deals sonic damage, deafens.	14	Fortitude partial; see text	1 swift action	1 round	Touch	V, S, DF	No	Transmutation [Sonic] Caster Level: 3	splcmp: p,59
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination Caster Level: 3	RSRD: SpellsD-E.rtf
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.		None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S, M/DF	No	Divination Caster Level: 3	RSRD: SpellsD-E.rtf
□□□□□ Divine Favor <i>Effect:</i> You gain +1 on attack and damage rolls.		None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation Caster Level: 3	RSRD: SpellsD-E.rtf
□□□□□ Divine Sacrifice <i>Effect:</i> You sacrifice hit points to deal extra damage.			1 standard action	3 rounds	Personal	V, S		Evocation Caster Level: 3	splcmp: p,70
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration Caster Level: 3	RSRD: SpellsD-E.rtf
□□□□□ Faith Healing <i>Effect:</i> Cures 8 hp +1/level 5 to worshiper of your deity.	14	Will half (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 3	splcmp: p,87
□□□□□ Find Temple <i>Effect:</i> You know direction of your deity's nearest temple.		None	1 standard action	3 hours	10 miles + 3 miles	V, S, DF	No	Divination Caster Level: 3	splcmp: p,91
□□□□□ Golden Barding <i>Effect:</i> Your mount gets force armor.		None	1 standard action	3 hours	Touch	V, DF	No	Conjuration (Creation) Caster Level: 3	splcmp: p,106
□□□□□ Grave Strike <i>Effect:</i> You can sneak attack undead for 1 round.			1 swift action	1 round	Personal	V, DF		Divination [Good] Caster Level: 3	splcmp: p,107
□□□□□ Holy Spurs <i>Effect:</i> Special mount's speed increases by 40 ft. for 1 round.	14	Will negates (harmless)	1 swift action	1 round	Close (30 ft.)	V	Yes (harmless)	Transmutation Caster Level: 3	splcmp: p,115
□□□□□ Know Greatest Enemy <i>Effect:</i> Determines relative power level of creatures within the area.		None	1 standard action	Concentration, up to 3 rounds	60 ft.	V, DF	Yes	Divination Caster Level: 3	splcmp: p,129
□□□□□ Lesser Energized Shield <i>Effect:</i> Shield provides user resistance 5, shield bash deals +1d6 damage.		None		3 rounds	Touch	V, S, DF	No	Abjuration [see text] Caster Level: 3	splcmp: p,79
□□□□□ Lesser One Mind <i>Effect:</i> You gain +4 on Spot and Listen checks while mounted.			1 standard action	3 hours	Personal	V, S, DF		Divination Caster Level: 3	splcmp: p,149
□□□□□ Lionheart <i>Effect:</i> Subject gains immunity to fear.	14	Will negates (harmless)	1 standard action	3 rounds	Touch	V, S, M	Yes (harmless)	Abjuration [Mind-Affecting] Caster Level: 3	splcmp: p,132
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	14	Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation Caster Level: 3	RSRD: SpellsM-O.rtf

* =Domain/Specialty Spell

Paladin Spells

□□□□□	Moment of Clarity	None	1 standard	Instantaneous	Touch	V, S, DF	No	Abjuration	splcmp: p,142
<i>Effect:</i> Subject gains second save against mind-affecting spell or ability.									
□□□□□	Protection from Chaos	14	Will negates (harmless)	1 standard 3 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Protection from Evil	14	Will negates (harmless)	1 standard 3 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Read Magic	None	1 standard	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.									
□□□□□	Resistance	14	Will negates (harmless)	1 standard 1 minute	Touch	V, S, M/DF Yes (harmless)		Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.									
□□□□□	Resist Planar Alignment	14	Fortitude negates (harmless)	1 standard 30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	splcmp: p,174
<i>Effect:</i> Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.									
□□□□□	Restoration, Lesser	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 3
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.									
□□□□□	Resurgence	14	Will negates (harmless)	1 standard	Instantaneous	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> You grant subject a second chance at a saving throw.									
□□□□□	Rhino's Rush			1 swift	1 round	Personal	V, S	Transmutation	splcmp: p,176
<i>Effect:</i> Next charge deals double damage.									
□□□□□	Second Wind	14	Will negates (harmless)	1 standard	Instantaneous and 3 hours; see text	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Dispels fatigue, grant bonus on Constitution checks.									
□□□□□	Sense Heretic	None	1 standard	30 minutes [D]	Touch	V, S, DF	No	Divination	splcmp: p,182
<i>Effect:</i> Glow reveals when evil creature is near.									
□□□□□	Silverbeard			1 standard	3 minutes	Personal	V, DF	Transmutation	splcmp: p,190
<i>Effect:</i> You grow a hard silver beard that gives +2 bonus to armor.									
□□□□□	Sticky Saddle			1 immediate	3 minutes [D]	Personal	V, S, DF	Transmutation	splcmp: p,206
<i>Effect:</i> You become stuck to special mount, gain +10 Ride checks.									
□□□□□	Strategic Charge			1 swift	3 rounds	Personal	V, DF	Abjuration	splcmp: p,210
<i>Effect:</i> Gain the benefits of the Mobility feat.									
□□□□□	Swift Bless Weapon			1 swift	1 round		V	Transmutation	splcmp: p,31
<i>Effect:</i> Weapon strikes true against evil foes for 1 round.									
□□□□□	Traveler's Mount	14	Will negates	1 standard	3 hours	Touch	V, S	Yes	Transmutation
<i>Effect:</i> Creature moves faster but can't attack.									
□□□□□	Virtue	14	Fortitude negates (harmless)	1 standard	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains 1 temporary hp.									
□□□□□	Vision of Glory	None	1 standard	1 minute or until discharged	Touch	V, S, DF	Yes	Divination	splcmp: p,231
<i>Effect:</i> Subject gains morale bonus equal to your Cha modifier to one saving throw.									
□□□□□	Warning Shout	None	1 immediate	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	splcmp: p,236
<i>Effect:</i> Allies are no longer flat-footed.									

* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil (DC:)

Shoshenq



Human

RACE

17

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

6' 3"

HEIGHT

188 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Biography:

Shoshenq is from Waterdeep. So I have traveled very far obviously. If this is too far, just give me a large city that I am from, maybe with noble roots?

I was thinking that I was sort of a lazy gloam off my parents, and I got into some minor trouble so they enrolled me in a military type school. There I got a mentor who straightened me out taught me honor, chivalry and the whole bit, and put me on the quest for truth and justice. He was a cleric of Pelor. My life's quest is to find the truth behind ruling peoples. I saw what happened when I was in the noble house, the corruption that is possible, and I am here to root it out and bring it into the open. I am not suspicious of nobles like they are up to no good, but I want to find out if their motivations are just. Even town councils anyone in a position of power should not abuse that power. And Pelor will shine light upon all of this.

Notes:

Holy Plate Armor:

The wearer of this suit of full plate armor becomes surrounded by a holy aura of protective energies. This aura helps to protect the wearer from physical attacks made by evilly aligned enemies. Against such attacks the wearer gains a +2 bonus to their AC. Once per day the wearer may also use the armor to imbue a melee weapon they are holding with a holy attribute. This weapon gains a +1 bonus to hit and to damage evilly aligned creatures. The bonus will last for one hour, or until the weapon leaves the wearer's hand, whichever comes first. This bonus also stacks upon any other bonuses the weapon may have. The wearer of the armor must be of good alignment for any of these abilities to function.

Helm of Pelor:

This +2 AC helm will only function for Lawful wearers. It has the following additional powers:

- Wearer is immune to ESP
- Can cast these spells once/day each: Command, Remove Fear, Enthrall (all as 8th level Cleric)
- Adds +2 morale bonus to troops that serve under the owner, or +2 on any attempts to persuade or rally troops.
- Glow blue when within 30' of undead.
- Can glow as a Light spell at will.

Longsword vs. Undead:

A +1 Longsword (+1 to hit, +1 damage) that becomes +3 to hit against undead.