

Name :Arafel Ferrantio **Alias:** **EXP=64,153**
Alignment: Neutral Good **HD** rolls:10,8,7,8,6,9,8
Class: Fighter(knight) **Level:**7 **HP:** 70 **AC:** -2

Strength: ----- 18/32 +1/+3, Doors 12, BBLG 20%, +135 wght
Intelligence: -- 12
Wisdom: ----- 11
Dexterity: ----- 16/12 -2 AC Adj, +1 combat reactions
Constitution: -- 16/39 +2 HP/HD
Charisma: ----- 09
Comeliness: ---- 19
Perception: ---- 12

Added langs	Expert langs	Native langs	R=read
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alignment	mankind/W/R	Elvish/W/R	
hobgoblin	goblin/R/W		
gnoll/W/R	orcish		

Race Abilities: 90% charm/sleep resistance, infravision 6", secret door 1-2, concealed 1-3, +1 hit longbow/longsword
Skills> healing, swimming, climb, riding land based, riding airborne, local history (Umbak), singing, dancing, endurance

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Race: Elf Stock: Gray Sex: Female
Family: Ferrantio of Ynth
(LUclass) Rulers of Portia WO Gladnor

Height: 5'3" Eyes: Green Skin: Pale
Weight: 110# Hair: Blue/Silver Complexion: Flawless
Age: 158 Faith:Church of Light Patron: Kelanen

weapons:(Dagger), Broadsword, Lance, foot mace, long sword,
long bow

specialized: Lance & longsword

weapon	damage	spd	type	THACO	ATT:
broadsword	2-8/2-12	5	S	14	3/2
longsword	1-8/1-12	5	S	12	2/1
Hvy lance	3-9/3-18	8	P	13	1/1

Saving Throws (as Fighter lvl7)

Paralyze/Poison/Death magic - 10
Petrification/Polymorph ---- 11 +2 vs. Illusion/charm
Rod, Staff, or Wand ----- 12 immune to fear
Breath Weapon ----- 12
Spell or Magic ----- 13

Equipment:

light warhorse AC:6(leather) HP:11 mv:12" fully equipped

ARMOR: field plate+1 & large shield+1 AC:-1 + dex for AC:-2

chainmail corslet AC:5 + dex for AC:4 (head)

field plate absorbs 20 points: _____

WEAPONS: lance, heavy

longsword (magical)

PACK HORSE:

bedroll, small silver mirror, formal wear in a leather garmet bag(2 silk gowns),
bath effects,6 sets clothes

Saddle bags>>> 2 weeks iron rations, 50' rope, 5 spikes, mallot, rolled pennon
w/family crest

50gp gold ring, 75 jade ring,
120gp gold earrings, 250 gp diamond earrings,
100gp opal,200gp emerald,
100gp waist chain

MAGIC:

Sword of amber; +4 "defender" type; INT 12, detect magic 1"

3/day shoots amber beam of light that acts as hold monster

At will wielder may sheath the sword and enact a sanctuary
spell that lasts as long as the possessor wishes

Horn of The Silver Call, double STR silver Valhalla horn
shield +1

Potion polymorph self