



Zriton the Dark Light

Lawful Good drow male, character level 21

19th level Paladin

5' 9" tall, 174 lbs. wild, white hair, watery red eyes, scar across left cheek

Strength	12			12	+1
Dexterity	15	+3	+6	24	+7
Constitution	15	+3		18	+4
Intelligence	12			12	+1
Wisdom	14		+6	20	+5
Charisma	20	+4	+5	35	+12

Misc

HP base **132** (normal **208**) Base move **40** Initi. **+7**
 AC **15** (flatfooted **32**) (touch **22**) (normal **39**) (**+4** hasted)

Saves

Fort **+33** Ref **+31** Will **+29**

Feats

Exotic Weapon Proficiency: Spiked Chain (1st level), Weapon Finesse: Spiked Chain (3rd level), Dodge (6th), Mobility (9th), Spring Attack (12th), Power Attack (15th), Divine Might (18th)

Class and Race abilities:

Class: Divine Grace, Divine Health, Lay on Hands (Cha bonus times level hp per day), Detect Evil, Aura of Courage, Smite Evil, Remove Disease 6 / week, Special Mount, Turn Undead (As cleric, Paladin level -2)

Race: +2 racial bonus on Will saves against spells and spell-like effects

Feats: Spend one turn / rebuke undead attempt to add Charisma bonus to weapon damage for rounds equal to Charisma bonus

Spells (Paladin caster level 9 1: 5 | 2: 3 | 3: 3 | 4: 2)

- (prepared)** – Bless, Bless Water, Create Water, Cure Light Wounds, Detect Poison, Detect Undead x2, Divine Favor x2, Endure Elements, Magic Weapon, Protection From Evil, Read Magic, Resistance, Virtue
- (prepared)** – Delay Poison, Remove Paralysis, Shield Other, Undetectable Alignment
- (prepared)** – Cure Moderate Wounds, Discern Lies, Dispel Magic, Greater Magic Weapon, Heal Mount, Magic Circle Against Evil, Prayer, Remove Blindness / Deafness
- (prepared)** – Cure Serious Wounds, Death Ward, Dispel Evil, Freedom of Movement, Holy Sword, Neutralize Poison

Magical Items:

50 000	Amulet of Natural Armor +5	4 000	Goggles of Day	10 000	Stone of Good Luck
36 000	Headband of Wisdom +6	36 000	Girdle of Charisma +6	36 000	Gloves of Dexterity +6
50 000	Ring of Protection +5	25 000	Ring of Resistance +5	16 000	Boots of Elvenkind, Speed, Striding
137 500	Tome of Charisma +5	82 500	Tome of Dexterity +3	82 500	Constitution +3
5 500	Wings of Flying				
107 325	+3 bane (undead) sure striking ghost touch spiked chain				
65 650	+4 grace greater maneuvering mithral full plate of light fortification				
16 025	Unspent				

Attack sequences [attack bonus | crit range and multiplier | damage and special notes]:

Spiked Chain +29 / +24 / +19 / +14 | 20 x2 | 2d4+4 undead bane, +12 damage if Divine Might is invoked

Skills [+bonus (ranks) skill]:

+11 (6)	Concentration	+28 (15)	Diplomacy	+20 (14)	Heal	+8 (6)	Know: Religion
+6 (4)	Undead	+7 (1)	Listen	+13 (5)	Move Silently	+12 (4)	Ride
	Speak Language		Common, Drow, Drow Sign Language, Duergar				