

AD&D 2nd Edition Character Record Sheet

Name: Lady Cewellan Reagos **Sex/Race:** Female/Human
Class: Paladin (Avatar) of Serena **Kit:** Swashbuckler
Level: 14 **Alignment:** Lawful Good

STR: 17 +1 "to hit", +1 damage, 50% open doors, 13% bend bars/lift gates
DEX: 16 +1 reaction adj., +1 missile adj., -2 defensive adj.
CON: 15 +1 HP, 90% sys. shock, 94% resur. survival
INT: 14 4 lang.
WIS: 14
CHA: 17 +6 reaction base
COM: 20

HP: 95

current hit points

SAVING THROWS

| | |
|--------------------------|---|
| Poison, paralysis, death | 5 |
| Rod, staff, wand | 7 |
| Petrification, polymorph | 6 |
| Breath weapon | 5 |
| Spell | 8 |

Normal AC: -3(0)
Rear AC: 4
THAC0: 7
MV: 12"

Age: appears 28
Height: 5'9"
Weight: 123 lbs.
Hair/Eyes: Blonde/Grey

Languages (4): Elvish, Common, Centaur, Reading & Writing

Weapon Proficiencies (8): *Sabre* (4, 1d6/1d6+1), *Sabre Specialization* (4), *Javelin* (4, 1d6/1d6), *Javelin Specialization* (1), *Two Weapon Style Specialization* (1), *Ambidexterity* (1), *Weapon and Shield Style Specialization* (1)

Non-weapon Proficiencies (7): *Navigation* (12), *Tumbling* (16), *Etiquette* (17), *Rope Use* (16), *Riding-Horse* (17), *Swimming* (17), *Appraising* (14), *Blind-fighting* (n/a), *Singing* (17)

Possessions: *Lightning Striker Sabre* +3 (25), *DarkStar Shield* +2, 2 *Javelins of Lightning*, *Helm of the Storm*, *Leather Armor* +4, *Potion of Fire Giant Strength*, *Potion of Super-Healing*, 4 *Javelins*, *Platemail Gauntlets*, *Backpack*, *Travelling*

Clothes, Cloak, Boots, Belt, 2 Small Belt Pouches, Whetstone, 50' of Silk Rope,
2 Wineskins, 4 Quarts of H2O

Abilities:

Warrior-

- Disarm & Called Shots: +1 Initiative, -4 "to hit"
- Expert Disarms & Called Shots: +2 Initiative, -8 "to hit"
- Parry: THAC0 roll to parry

Paladin of Serena-

- Detect Evil
- Protection vs. Evil
- Lay on Hands: 28hp/day
- Starshine 1/day
- Waterbreathing 2/week
- Create Water 1/day

Ambidexterity & Style Specialization (Two Weapon)-

Use weapons of equal length in both hands, with either being the primary

Weapon & Shield Style Specialization-

1 extra Shield move (Punch or Parry) per round

Swashbuckler-

-2 on AC when Leather or lighter is worn

Quadruple Weapon Specialization (Sabre)-

+3 "To Hit", +3 Damage
5 attacks/2 rounds

Single Weapon Specialization (Javelin)-

5 attacks/2 rounds

Standard Combat Bonuses:

With Lightning Striker- (spd 1)

+7 "To Hit"
+7 Damage

Thrown Missiles

+2 "To Hit"
+1 Damage

Spells (as 6th level Priest)

1st (choose 3)-

___ *Cure Light Wounds*

___ *Locate Animals or Plants*

___ *Detect Magic*

___ *Magical Stone*

___ *Detect Poison*

___ *Protection from Evil*

___ *Detect Snares & Pits*

___ *Sanctuary*

___ *Endure Cold/Heat*

___ *Shillelagh*

2nd (choose 2)-

___ *Augury*

___ *Barkskin*

___ *Chant*

___ *Detect Charm*

___ *Find Traps*

___ *Know Alignment*

___ *Resist Fire/Cold*

___ *Slow Poison*

___ *Speak with Animals*

___ *Spiritual Hammer*

___ *Withdraw*

3rd (choose 1)-

___ *Dispel Magic*

___ *Locate Object*

___ *Negative Plane Protection*

___ *Magical Vestment*

___ *Prayer*

___ *Protection from Fire*

___ *Remove Curse*

___ *Remove Paralysis*

___ *Speak with Dead*

History/Personality: Lady Cewellan Reagos is a Minor Avatar of the Shakandaran goddess Serena. In a previous life, Cewellan was a devotee servant of Serena. To reward her for her service, the goddess has brought her back to an earthly form to watch over those the goddess has taken an interest in. Lady Cewellan has all the abilities of a paladin of Serena as well as those of being a minor avatar. She tries to avoid using her powers as an avatar so that she does not reveal her true nature.

Lady Cewellan loves the sea and sailing, and she will rarely reject an offer to travel by these means. She can often be found out on the deck of the ship at night, watching the stars and studying the night sky.

In battle, Lady Cewellan will most often fight with two sabres, although against particularly tough foes she will use the shield for extra protection. She is very aggressive in combat, using the special abilities of her magic items and paladin powers to their fullest extent.

She feels personally responsible for the well-being and survival of those she travels with. If any of them are killed or gravely injured, she will go to whatever means necessary to see the situation corrected.

DarkStar Shield- This +2 midnight-black shield can emit an undisPELLable globe of darkness, 60' in diameter. The wielder can choose those who are not to be affected by this darkness.

Lightning Striker Sabre: This +3 magical sabre has the ability to gather, store, and discharge electrical energy. The blade discharges in the form of a 10d6 lightning bolt (qv. for effects). It cannot produce a forked bolt. The sword can hold 40 charges, and it takes a full 10 charges to discharge a bolt. The sword can absorb lightning attacks directed at its wielder, gaining 1 charge per d6 of the attack. The wielder takes no damage from such attacks, so long as the sword does not go over 40 charges. If the sword has 35 charges and tries to absorb a 10d6 lightning bolt, the caster will be subject to damage from the remaining 5d6 that were not absorbed. The sword can also absorb electricity from dragon attacks, thunderstorms, etc. The sword can only discharge one bolt per round, and cannot absorb a bolt in the same round it discharges one. However, it can absorb multiple bolts in a single round.

XP: (2,100,000 for 15th)

Damage:

Spells:

1,933,548