

Arran Page

Character Name	Aristocrat (P)	Level	2
Primary		Level	
Secondary		Level	
Third Class		Level	

LEVEL 2

Human (P)

20

Total	Humanoid (Human)	Age	20
d8	HD 1	XP	0
Type	Racial Total Adj.	Level vs XP Mismatch	Female
	Medium	ECL Adj.	Green
Type	Size	Height	100 lb.
	5 ft./5 ft.	Weight	Brown
Type	Space / Reach	Alignment	White
		Deity	
SPD	30' = 30' + 0' + 0' / 0' / 0' / 0' / 0'		
Speeds	Land Speed Base Gear Effects Burrow Climb Fly Swim		



Aristocrat (P)

Favored Class

STR Strength	15	+2
DEX Dexterity	14	+2
CON Constitution	13	+1
INT Intelligence	14	+2
WIS Wisdom	15	+2
CHA Charisma	19	+4

HP Hit Points	18
-------------------------	----

② • ① ① ① ① ① ① ①
② • ① ① ① ① ① ① ①

AC Armor Class	12
--------------------------	----

Adj. The Only Sheet+ v6.1.24 Licensed to Alex Metzger

$$12 = 10 + \text{Base} + \text{Armor} + \text{Shield} + 2 + \text{Dexterity} + \text{Size} + \text{Dodge} + \text{Deflection} + \text{Other} + \text{Adj.}$$

HERO Points	
-----------------------	--

Touch Armor Class	12
-----------------------------	----

Flat-Foot Armor Class	10
---------------------------------	----

INIT Modifier	+2
-------------------------	----

$$+2 = 2 + \text{Dex} + \text{Effects} + \text{Adj.}$$

SPELL Resistance	
----------------------------	--

POWER Points	
------------------------	--

CMB Bonus	+3
---------------------	----

$$+3 = 1 + 2 + \text{Base} + \text{STR} + \text{Size} + \text{Effects} + \text{Cond.}$$

CMD Defense	15
-----------------------	----

$$15 = 11 + 2 + 2 + \text{Base} + \text{STR} + \text{DEX} + \text{Size} + \text{Effects} + \text{Cond.}$$

FORTITUDE (Constitution)	+1
REFLEX (Dexterity)	+2
WILL (Wisdom)	+5

$$+1 = \text{Base} + 1 + \text{Ability} + \text{Epic} + \text{Effects} + \text{Adj.} + \text{Cond.}$$

ENERGY Resistances	
Acid Cold Elec. Fire Sonic Neg. Pos.	

Damage Reduction

BASE Attack	+1
-----------------------	----

$$+1 = \text{Base} + 2 + \text{2nd} + \text{3rd} + \text{4th} + \text{Adj.} + \text{Base}$$

MELEE Attack Bonus	+3
------------------------------	----

$$+3 = 1 + 2 + \text{Base} + \text{Ability} + \text{Size} + \text{Epic} + \text{Adj.}$$

RANGED Attack Bonus	+3
-------------------------------	----

$$+3 = 1 + 2 + \text{Base} + \text{Ability} + \text{Size} + \text{Epic} + \text{Adj.}$$

Vision & Senses

FULL ATTACK One-Handed	Dagger	+3	19-20	10'	Piercing or Slashing
		1d4+2	x2		

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you

Ammo	
-------------	--

FULL ATTACK One-Handed	None				
----------------------------------	------	--	--	--	--

Notes:

Ammo	
-------------	--

FULL ATTACK One-Handed	None				
----------------------------------	------	--	--	--	--

Notes:

Ammo	
-------------	--

FULL ATTACK One-Handed	None				
----------------------------------	------	--	--	--	--

Notes:

Ammo	
-------------	--

FULL ATTACK One-Handed	None				
----------------------------------	------	--	--	--	--

Notes:

Ammo	
-------------	--

FULL ATTACK One-Handed	None				
----------------------------------	------	--	--	--	--

Notes:

Ammo	
-------------	--

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		2	DEX	2				
Appraise-p		6	INT	2	4			
Bluff-p		12+1	CHA	4	5	3	1	
Climb-p		2	STR	2				
Diplomacy-p		12+1	CHA	4	5	3	1	
Disable Device-p		-	DEX	2			-2	
Disguise-p		4	CHA	4				
Escape Artist-p		2	DEX	2				
Fly-p		2	DEX	2				
Handle Animal-p		-	CHA	4				
Heal-p		2	WIS	2				
Intimidate-p		4	CHA	4				
Linguistics-p		7	INT	2	5			
Perception-p		7	WIS	2	5			
Ride-p		7	DEX	2	5			
Sense Motive-p		7	WIS	2	5			
Sleight of Hand-p		-	DEX	2			2	
Spellcraft-p		-	INT	2				
Stealth-p		2	DEX	2				
Survival-p		2	WIS	2				
Swim-p		2	STR	2				
Use Magic Device-p		-	CHA	4				
Knowledge: History-p		6	INT	2	4			
Knowledge: Local-p		7	INT	2	5			

ARMOR		None	Adj:	Check Adj.:
Light	Max Dex:		Armor Check:	Spell Fail:
Desc:				
Notes:				

SHIELD		None	Adj:	Check Adj.:
Max Dex:		Armor Check:	Spell Fail:	
Desc:				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:
Royal Outfit			1	15		1	1	Dagger
Cold Weather Outfit			1	7				
Courtier's Outfit			1	6				
Traveler's Outfit			1	5				
Signet Ring			1					
34.0 lb.		Light					246 gp	

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE	Total Value	
66.7	133.3	200.0	400.0	1,000.0		
Selection List:		All Feats and Traits				
FEATS	2	=	2	+	0	+
	Light	Medium	Heavy	Lift	Drag	Adj

Magical Talent Trait	Select one 0-level spell: Cast that spell once per day as a spell-like ability	
Charming Trait	+1 Bluff / Diplomacy vs other possibly sexually attracted to you, +1 DC vs your lang.-dep. spells	✓
Skill Focus: Bluff-p	+3 bonus on checks with skill: Bluff-p	✓
Skill Focus: Diplomacy-p	+3 bonus on checks with skill: Diplomacy-p	✓

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp

GEMS	

SPELLS		Arcane Spell Failure: 0% Adj.:							
Casting Class:									
Caster Level:									
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	
Tag	Weight

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Aristocrat (P) 2nd

Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

Conditional Bonus - Feats

+1 Bluff or Diplomacy on a character that is (or could be) sexually attracted to you [Charming Trait]

+1 save DC of any language-dependent spell you cast on such characters [Charming Trait]

Languages (x5)

Common, Elven, Nyrondese, Old Oeridian, Draconic

CHARACTER STATUS

No errors detected

Arran Page

NOTES

Human (P), Aristocrat (P) 2nd

Medium Humanoid (Human)

Alignment: Neutral Good [Pelor]

Hit Dice: 2d8+2 (18 hp)

Initiative: +2

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 12 (+2 Dex), Touch 12, Flat-Footed 10

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 15, Dex 14, Con 13, Int 14, Wis 15, Cha 19

Base Att/CMB/CMD: +1 / +3 / 15

Single Attack:

Dagger: +3 melee (1d4+2/19-20)

Full Attack:

Dagger: +3 melee (1d4+2/19-20)

————| FEATS |————

Magical Talent Trait, Charming Trait, Skill Focus: Bluff-p, Skill Focus: Diplomacy-p.

————| SKILLS |————

Acrobatics +2, Appraise +6, Bluff +12+1, Climb +2, Diplomacy +12+1, Disguise +4, Escape Art +2, Fly +2, Heal +2, Intimidate +4, Linguistics +7, Perception +7, Ride +7, Sense Motive +7, Stealth +2, Survival +2, Swim +2, Kn:History +6, Kn:Local +7.

————| BARD (P) SPELLS |————

Spells per Day: (; save DC 14+spell level):
Message.

————| EQUIPMENT |————

Royal Outfit, Cold Weather Outfit, Courtier's Outfit,
Traveler's Outfit, Signet Ring, Dagger

————| TOTAL CHARACTER VALUE |————

246 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| Class Features: Aristocrat (P) 2nd |————

Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

————| Conditional Bonus - Feats |————

+1 Bluff or Diplomacy on a character that is (or could be) sexually attracted to you [Charming Trait]

+1 save DC of any language-dependent spell you cast on such characters [Charming Trait]

————| Languages (x5) |————

Common, Elven, Nyronnese, Old Oeridian, Draconic

————| CHARACTER STATUS |————

No errors detected

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

SPELL PLANNER #1 for
Bard (P)

Arcane caster

Effective			
Caster Level	TOTAL	Class	Adj.

SCHOOLS
Abjuration, Conjunction, Divination,
Enchantment, Evocation, Illusion,
Necromancy, Transmutation, Universal

Spells per Day:										
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:										

Spell Used:	0	0	0	0	0	0	0	0	0	0
-------------	---	---	---	---	---	---	---	---	---	---

LEGEND Arran Page
*: See text, crt: Creature, chk: check, conc: Concentration,
dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit
Die, HP: Hit Points, hr: Hour, max: Maximum, min:
Minute, neg: Negate, obj: Object, part: Partial, rad:
Radius, rd: Round, (S)hapeable, temp: Temporary, vs:
Versus, wpn: Weapon

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

Show only level:

Checks	Lvl	Bard (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
	0	Message	T	VSF	1 action	100 ft.	0 crt	0 min	None	No	Whispered conversation at distance	CRB313

