

**Arald Anbehr**

Character Name	Cavalier (P)	2
Primary	Cleric (P)	1
Secondary		
Third Class		

**LEVEL 3**

Human (P)

18

Total	Humanoid (Human)										Age
d10	<b>HD</b>	1			<b>XP</b>	0	Male	Blue			
Type	Racial	Total	Adj.	Type	Level vs XP Mismatch	Gender	Eyes				
d8	<b>Medium</b>	3		3	6" 3"	175 lb.	Blonde				
Type	Size	ECL	Adj.	Height	Weight	Hair					
	5 ft./5 ft.	<b>Neutral Good</b>		Heironeous	White						
Type	Space / Reach	Alignment	Deity	Skin							
<b>SPD</b>	20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'										
Speeds	Land Speed	Base	Gear	Effects	Burrow	Climb	Fly	Swim			



Cavalier (P)

Favored Class

<b>STR</b>	Strength	17	+3
<b>DEX</b>	Dexterity	15	+2
<b>CON</b>	Constitution	12	+1
<b>INT</b>	Intelligence	14	+2
<b>WIS</b>	Wisdom	13	+1
<b>CHA</b>	Charisma	15	+2

<b>HP</b>	Hit Points	30
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<b>AC</b>	Armor Class	20 = 10 + 8 + 2 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]								
		Base	Armor	Shield	Dexterity	Size	Dodge	Deflection	Other	Adj.

<b>Touch</b>	Armor Class	10
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<b>Flat-Foot</b>	Armor Class	20
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<b>INIT</b>	Modifier	+4 = 2 + 2 + [ ]		
		Dex	Effects	Adj.

<b>SPELL</b>	Resistance	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]	
		SR Adj	PR Adj

<b>POWER</b>	Points	[ ]
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<b>CMB</b>	Bonus	+5 = 2 + 3 + [ ] + [ ] / [ ]				
		Base	STR	Size	Effects	Cond.

<b>CMD</b>	Defense	17 = 12 + 3 + 2 + [ ] + [ ] / [ ]					
		Base	STR	DEX	Size	Effects	Cond.

<b>ENERGY</b>	Resistances	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]						
		Acid	Cold	Elec.	Fire	Sonic	Neg.	Pos.

<b>FORTITUDE</b>	(Constitution)	+6 = 5 + 1 + [ ] + [ ] + [ ] / [ ]
<b>REFLEX</b>	(Dexterity)	+2 = [ ] + 2 + [ ] + [ ] + [ ] / [ ]
<b>WILL</b>	(Wisdom)	+3 = 2 + 1 + [ ] + [ ] + [ ] / [ ]

<b>BASE</b>	Attack	+2 = [ ] / [ ] / [ ] / [ ] / [ ]				
		Base	2nd	3rd	4th	Adj.

<b>MELEE</b>	Attack Bonus	+5 = 2 + 3 + [ ] + [ ] + [ ]
<b>RANGED</b>	Attack Bonus	+4 = 2 + 2 + [ ] + [ ] + [ ]

<b>BASE</b>	Attack	+2 = [ ] / [ ] / [ ] / [ ] / [ ]				
		Base	2nd	3rd	4th	Adj.

<b>MELEE</b>	Attack Bonus	+5 = 2 + 3 + [ ] + [ ] + [ ]
<b>RANGED</b>	Attack Bonus	+4 = 2 + 2 + [ ] + [ ] + [ ]

<b>FULL ATTACK</b>	One-Handed	Longsword	+5	19-20	-	Slashing
			1d8+3	x2		

Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins

Notes:	
<b>Ammo</b>	

<b>FULL ATTACK</b>	One-Handed	Dagger	+5	19-20	10'	Piercing or Slashing
			1d4+3	x2		

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

Notes:	
<b>Ammo</b>	

<b>FULL ATTACK</b>	One-Handed	Lance	+5	20	-	Piercing
			1d8+3	x3		

Desc: Reach weapon that deals double damage if used from the back of a charging mount

Notes:	
<b>Ammo</b>	

<b>FULL ATTACK</b>	Ranged	Light Crossbow	+4	19-20	80'	Piercing
			1d8	x2		

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO

Notes:	
<b>Ammo</b>	

<b>FULL ATTACK</b>	One-Handed	None				

Notes:

<b>Ammo</b>	
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<b>FULL ATTACK</b>	One-Handed	None				

Notes:

<b>Ammo</b>	
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<b>Damage Reduction</b>	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
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<b>VISION &amp; SENSES</b>	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
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SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-9	-7-4	DEX	2			-9	-4
Appraise-p		2	INT	2				
Bluff-p		2	CHA	2				
Climb-p *		-6	STR	3			-9	
Diplomacy-p		8	CHA	2	6			
Disable Device-p *		-	DEX	2			-11	
Disguise-p		2	CHA	2				
Escape Artist-p *		-7	DEX	2			-9	
Fly-p *		-7	DEX	2			-9	
Handle Animal-p		7	CHA	2	5			
Heal-p		5	WIS	1	4			
Intimidate-p		7	CHA	2	5			
Linguistics-p		-	INT	2				
Perception-p		1	WIS	1				
Ride-p *		-1+9	DEX	2	6		-9	9
Sense Motive-p		6	WIS	1	5			
Sleight of Hand-p *		-	DEX	2			-9	2
Spellcraft-p		6	INT	2	4			
Stealth-p *		-7	DEX	2			-9	
Survival-p		1	WIS	1				
Swim-p *		-6	STR	3			-9	
Use Magic Device-p		3	CHA	2	1			
Craft: Blacksmithing-p		4	INT	2	4		-2	
Knowledge: History-p		6	INT	2	4			
Profession: Soldier-p		5	WIS	1	4			
Knowledge: Religion-p		6	INT	2	4			



TRACKERS	Initial	Spent	Reset	Avail.

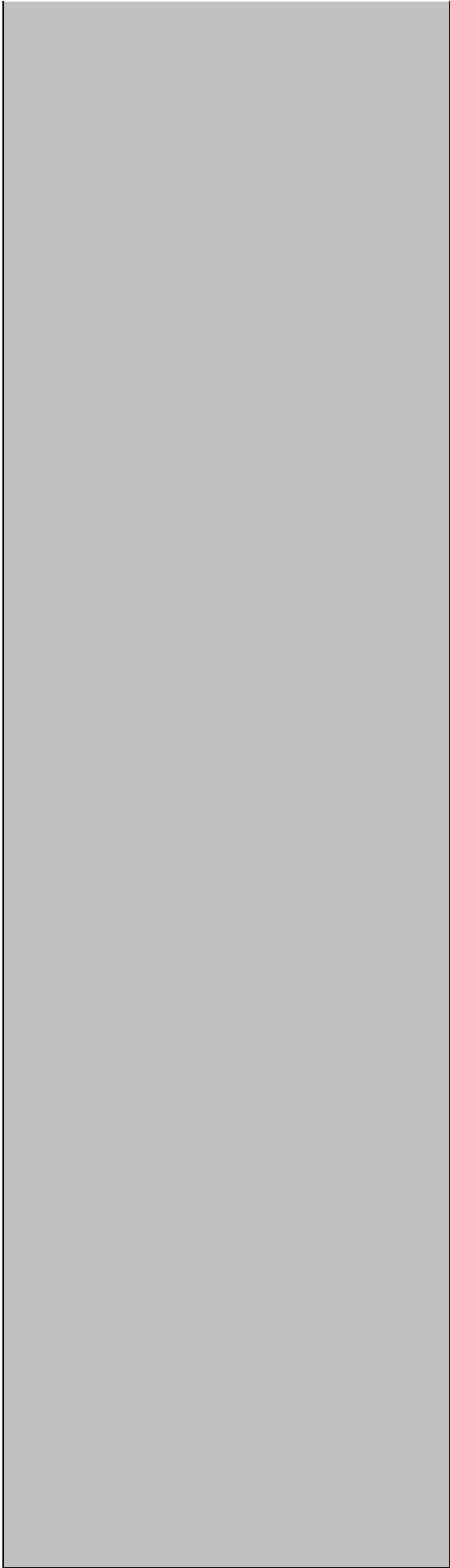
LANGUAGES	Avail.	Adj.
Common	3	
Elven, Draconic		

Spell Difficulty Class Adj. =  +

**Cleric**  
SPELL DC Adj. =  Effects  Adj.

SPELL DC Adj. =  Effects  Adj.

SPELL DC Adj. =  Effects  Adj.



**Spell per day Adjustments & Effects**

	Class #1 Cleric 1st			Class #2			Class #3		
	Total	Effect	+Adj.	Total	Effect	+Adj.	Total	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

**Spell Known Adjustments & Effects**

	Class #1 Cleric 1st			Class #2			Class #3		
	Total	Effect	+Adj.	Total	Effect	+Adj.	Total	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

**Manifester Class Level Adjustments**

All Aspects :								
Power Effects :								
Powers Known :								
Max. Pwr lvl Known :								
Power Points :								

# Arald Anbehr

Human (P), Cavalier (P) 2nd, Cleric (P) 1st

## Medium Humanoid (Human)

**Alignment:** Neutral Good [Heironeous]

**Hit Dice:** 2d10+2, 1d8+1 (30 hp)

**Initiative:** +4

**Speed:** 20' (4 sq) (medium enc.)

**Space/Reach:** 5 ft./5 ft.

**AC:** 20 (+8 Armor, +2 Shield), Touch 10, Flat-Footed 20

**Saves:** Fort +6, Ref +2, Will +3

**Abilities:** Str 17, Dex 15, Con 12, Int 14, Wis 13, Cha 15

**Base Att/CMB/CMD:** +2 / +5 / 17

### Single Attack:

Longsword: +5 melee (1d8+3/19-20)

Dagger: +5 melee (1d4+3/19-20)

Lance: +5 melee (1d8+3/20/x3)

Light Crossbow: +4 ranged (1d8/19-20)

### Full Attack:

Longsword: +5 melee (1d8+3/19-20)

Dagger: +5 melee (1d4+3/19-20)

Lance: +5 melee (1d8+3/20/x3)

Light Crossbow: +4 ranged (1d8/19-20)

### FEATS

Rich Parents Trait, Reactionary Trait, Cavalry Formation, Mounted Combat, Mounted Archery, Extra Channel.

### SKILLS

Acrobatics -7-4, Appraise +2, Bluff +2, Climb -6, Diplomacy +8, Disguise +2, Escape Art -7, Fly -7, Handle Animal +7, Heal +5, Intimidate +7, Perception +1, Ride -1+9, Sense Motive +6, Spellcraft +6, Stealth -7, Survival +1, Swim -6, Use Magic Dev. +3, Cr:Blacksm +4, Kn:History +6, Pro:Soldier +5, Kn:Religion +6.

### CLERIC (P) SPELLS

Spells per Day: (3/2+1; save DC 11+spell level):

Create Water, Detect Magic, Spark. Abundant Ammunition,

Cure Light Wounds, Shield of Faith.

### EQUIPMENT

ARMOR WORN: Half Plate Armor.

SHIELD: Heavy Steel Shield.

Basic Equipment List, Potion Belt M/W, Longsword, Short Sword,

Dagger, Light Crossbow, 20xCrossbow Bolt Lance, 3xPotion of CLW,

Handy Haversack

### TOTAL CHARACTER VALUE

3,581 gp.

## NOTES

### Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

### Class Features: Cavalier (P) 2nd

Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)

Challenge (Ex): 1/day, as a swift action, challenge foe to combat

- +2 to damage vs Challenged foe, but -2 to AC vs any other foes

Animal Companion/Mount (Ex): Gain the service of a loyal and trusty steed

Order (Ex): Order of the Lion

- Edicts: You must protect the life and lands of your sovereign at all costs.

You must obey the commands of your sovereign without question. You must strive to expand the power and prestige of his realm

- Challenge: Gain +1 to AC vs attacks made by the target of your challenge

- Skill: Knowledge: Local & Nobility are now Class Skills

- Lion's Call (Ex): As a std action, grants +2 to saves vs fear to all allies within 60' and a +1 competence bonus on attack rolls for 2 rounds. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another save to resist the effect (if allowed)

Tactician (Ex): Gain one bonus Teamwork feat

- Gain 'Cavalry Formation' as a bonus Teamwork feat

- 1/day, as a std action, grant this feat to allies within 30'

- Allies retain the use of this feat for 4 rounds and ignore the prerequisites

### Class Features: Cleric (P) 1st

Weapon & Armor Proficiency: Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity

Concentration check: 1d20+2

Spell Restrictions: Cannot cast spells of opposed alignment

Spontaneous Casting: Replace spell by a healing spell of the same level

Orisons (Sp): Cast prepared 0-level spells at will

Channel Energy (Su): Wave of positive energy in a 30' burst

- 7/day < OOOOOO >

- 1d6 healing to living creatures -OR-

- 1d6 damage to Undead; Will DC16 for ½ damage

### Glory Domain (P)

Touch of Glory (Sp): 4/day < OOOO >

As a std action, touch a crt giving it a +1 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

### Honor Subdomain (P)

Honor Bound (Su): 4/day < OOOO >

Touch a crt to grant it a new save (if allowed) vs each ench. (charm or compulsion) effect that currently affects it. If successful, the ench. effect is ended. If you fail a save vs such an effect, use this ability as an imm.

action to grant yourself an additional save. Once the target (you or a touched crt) has made one additional save per effect, this ability has no further effect on that particular enchantment effect

### Conditional Bonus - Cavalier (P) Class

+9 to Ride: no armor check penalty on riding your mount [Mount]

### Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

### Languages (x3)

Common, Elven, Draconic

### CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Half Plate Armor

# ANIMAL COMPANION

Hastur  
Animal Name

Race: **Horse (P-AC)**  
 Size: **Large** (10 ft./5 ft. Space/Reach)  
 Type: **Animal**

Abilities Score Modif. Adj.  
 STR Strength 16 +3  
 DEX Dexterity 13 +1  
 CON Constitution 15 +2  
 INT Intelligence 2 -4  
 WIS Wisdom 12 +1  
 CHA Charisma 6 -2

<b>STR</b> Strength	16	+3	
<b>DEX</b> Dexterity	13	+1	
<b>CON</b> Constitution	15	+2	
<b>INT</b> Intelligence	2	-4	
<b>WIS</b> Wisdom	12	+1	
<b>CHA</b> Charisma	6	-2	

**MELEE** Attack Bonus +4 = 2 (Base) + 3 (Ability) - 1 (Size) + [ ] (Adj.)

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+4 1d4+3	20 x2

SECONDARY	Atk	Dmg	Total Attack / Damage	Critical
Hooves			-1/-1 1d6+1	20 x2

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

**NOTES**

GEAR		qty	lb.	List:	qty	lb.	qty	lb.
				Gear - All				
Animal Harness		1	2					
Bit and Bridle		1	1					
Feed		10	100					
Saddle (military)		1	30					
Saddlebags		2	16					
		269		418.00 lb.		Medium		

Rider Weight: 269 lb. Total Weight: 418.00 lb. Load Class: Medium

**SPD** Speed 35'  
 Land Fly Burrow Climb Swim

**Initiative** Modifier +1

**HP** Hit Points 24 +5

**AC** Armor Class 20 = 10 (Base) + 9 (Barding/Nat.) + 0 (Bonus) + 1 (Dex) - 1 (Size) + 1 (Dodge) + [ ] (Adj.)

**TOUCH** Armor Class 11

**Flat-Footed** Armor Class 18

**CMB** Combat Maneuver +6

**CMD** Combat Man. Def. 17

5 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

**MASTER** Level 2 = 2 (Base) + [ ] (Animal) + [ ] (Adj.)

**FORTITUDE** (Constitution) +5 = 3 (Base) + 2 (Ability) + [ ] (Feat) + [ ] (Adj.)

**REFLEX** (Dexterity) +4 = 3 (Base) + 1 (Ability) + [ ] (Feat) + [ ] (Adj.)

**WILL** (Wisdom) +2 = 1 (Base) + 1 (Ability) + [ ] (Feat) + [ ] (Adj.)

**ATTACKS** (Special)

**QUALITIES** (Special) Low-light vision, Scent

**Features**  
 Natural Armor Adj.: +0  
 Str / Dex Adj.: +0  
 Bonus Tricks: +1

**Tricks (7 tricks)**  
 Defend

**Feats (Select 2)**  
 Agile Maneuvers ✓  
 Dodge ✓

**HD** Hit Dice 3

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
<b>Acrobatics-p</b>	5	DEX	1	1	3		1	
<b>Appraise-p</b>	-4	INT	-4					
<b>Bluff-p</b>	-2	CHA	-2					
<b>Climb-p</b>	7	STR	3	1	3		1	
<b>Diplomacy-p</b>	-2	CHA	-2					
<b>Disable Device-p</b>	-	DEX	1					
<b>Disguise-p</b>	-2	CHA	-2					
<b>Escape Artist-p</b>	1	DEX	1					
<b>Fly-p</b>	1	DEX	1					
<b>Handle Animal-p</b>	-	CHA	-2					
<b>Heal-p</b>	1	WIS	1					
<b>Intimidate-p</b>	-2	CHA	-2					
<b>Linguistics-p</b>	-2	INT	-4					
<b>Perception-p</b>	1	WIS	1					
<b>Ride-p</b>	1	DEX	1					
<b>Sense Motive-p</b>	1	WIS	1					
<b>Sleight of Hand-p</b>	-	DEX	1					
<b>Spellcraft-p</b>	-	INT	-4					
<b>Stealth-p</b>	-3	DEX	1		-4			
<b>Survival-p</b>	1	WIS	1					
<b>Swim-p</b>	7	STR	3	1	3		1	
<b>Use Magic Device-p</b>	-	CHA	-2					
<b>Craft: Blacksmithing-p</b>	-4	INT	-4					
<b>Knowledge: History-p</b>	-	INT	-4					
<b>Profession: Soldier-p</b>	-	WIS	1					
<b>Knowledge: Religion-p</b>	-	INT	-4					

SP: 3  
 Adj: [ ]  
 Spent: 3  
 Balance: 0

**Encumbrance Limits**  
 230.0 460.0 690.0 1,380.0 3,450.0  
 Light Medium Heavy Lift Off Gnd Push / Drag

**BARDING** Chainmail Armor Class: +5  
 Category: Medium Value: [ ] gp Weight: [ ] lb.  
 Armor Check Penalty: [ ] Maximum Dexterity: [ ]

**SPELL PLANNER #1 for**  
**Cleric (P)**  
 Divine caster

<b>Effective</b>	1	1	
Caster Level	TOTAL	Class	Adj.

**SCHOOLS**  
 Abjuration, Conjuraton, Divination,  
 Enchantment, Evocation, Illusion,  
 Necromancy, Transmutation, Universal

Spells per Day:	3	2+1								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	11	12								

Spell Used:	0	0	0	0	0	0	0	0	0	0
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**LEGEND**  
 Arald Anbeht  
 \*: 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

Show only level: 1

Checks	Lvl	Cleric (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○	0	Create Water	C	VS	1 action	25 ft.	Up to 2 gal of water	Instant	None	No	Creates up to 2 gallons of pure water	CRB262
○○○	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	1 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○	0	Spark	Ev	V or S	1 action	25 ft.	1 Fine obj	Instant	Fort neg (obj) [DC11]	Yes	Unattended flammable object catches light	APG246
○○○	1	Abundant Ammunition	C	VSDf	1 action	ft.	1 container	1 min	None	No	Replaces nonmagical ammunition every round	UC222
○○○	1	Cure Light Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+1 damage	CRB263
○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	1 min	Will neg [DC12]	Yes	Aura grants +2 deflection bonus	CRB342

