

Arald Anbehr

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

LEVEL 4

Human (P)

20

Total Humanoid (Human) Age
d10 **HD 1** **XP 0** Male Blue
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
d8 **Medium** **4** **6' 3"** **175 lb.** **Blonde**
 Type Size ECL Adj. Height Weight Hair
5 ft./5 ft. **Neutral Good** **Heironeous** **White**
 Type Space / Reach Alignment Deity Skin
SPD **20'** = **30'** + **-10'** + **0'** / **0'** / **0'** / **0'** / **0'**
 Land Speed Base Gear Effects Burrow Climb Fly Swim



Cavalier (P)

Favored Class

STR Strength	18	+4
DEX Dexterity	15	+2
CON Constitution	12	+1
INT Intelligence	14	+2
WIS Wisdom	13	+1
CHA Charisma	15	+2

HP Hit Points **39**
 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1

AC Armor Class **24** = **10** + **10** + **2** + **1** + **1** + **1** + **1** + **1** + **1**
 Base Armor Shield Dexterity Size Dodge Deflection Other Adj. Available

HERO Points **0**

Touch Armor Class **12** **Flat-Foot** Armor Class **23** **INIT** Modifier **+4** = **2** + **2** + **1**
 Dex Effects Adj.

SPELL Resistance **0** SR Adj **0** PR Adj **0**

POWER Points **0**

CMB Bonus **+7** = **3** + **4** + **1** + **1** + **1** / **1**
 Base STR Size Effects Cond. **CMD** Defense **20** = **13** + **4** + **2** + **1** / **1**
 Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+7
REFLEX (Dexterity)	+2
WILL (Wisdom)	+4

BASE Attack	+3
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MELEE Attack Bonus	+7
RANGED Attack Bonus	+5

BASE Attack	+3
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Base	2nd	3rd	4th	Adj.	Cond.
6	1				
	2				
3	1				

Base	2nd	3rd	4th	Adj.	Cond.
3	4				
3	2				

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

Damage Reduction

Vision & Senses

SKILL	ACP	-5	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *			-3-4	DEX	2			-5	-4
Appraise-p			2	INT	2				
Bluff-p			2	CHA	2				
Climb-p *			-1	STR	4			-5	
Diplomacy-p			9	CHA	2	7			
Disable Device-p *			-	DEX	2			-7	
Disguise-p			2	CHA	2				
Escape Artist-p *			-3	DEX	2			-5	
Fly-p *			-3	DEX	2			-5	
Handle Animal-p			7	CHA	2	5			
Heal-p			6	WIS	1	5			
Intimidate-p			7	CHA	2	5			
Linguistics-p			-	INT	2				
Perception-p			2	WIS	1	1			
Ride-p *			3-5	DEX	2	6	-5	5	
Sense Motive-p			7	WIS	1	6			
Sleight of Hand-p *			-	DEX	2			-5	2
Spellcraft-p			6	INT	2	4			
Stealth-p *			-3	DEX	2			-5	
Survival-p			1	WIS	1				
Swim-p *			-1	STR	4			-5	
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			7	INT	2	5			

FULL ATTACK One-Handed Longsword **+7** **1d8+4** **19-20** **x2** Slashing
 Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins

Notes: **Medium**

Ammo

FULL ATTACK One-Handed Dagger **+7** **1d4+4** **19-20** **x2** **10'** Piercing or Slashing
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you

Notes: **Medium**

Ammo

FULL ATTACK One-Handed Lance **+7** **1d8+4** **20** **x3** Piercing
 Desc: Reach weapon that deals double damage if used from the back of a charging mount

Notes: **Medium**

Ammo

FULL ATTACK Ranged Light Crossbow **+5** **1d8** **19-20** **x2** **80'** Piercing
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO

Notes: **Medium**

Ammo

FULL ATTACK One-Handed None **19-20** **x3**

Notes: **Medium**

Ammo

FULL ATTACK One-Handed None **19-20** **x3**

Notes: **Medium**

Ammo

ARMOR				
Full Plate Armor	Adj.	+1	Check Adj.:	+3
Heavy	Max Dex: 1	Bonus: +9	Armor Check: -5	Spell Fail: 35% 50 lb.
Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet				
Notes: Magical - Enhancement +1				

SHIELD				
Heavy Steel Shield	Adj.		Check Adj.:	
Max Dex:	Bonus: +2	Armor Check: -2	Spell Fail: 15%	15 lb.
Desc: Shield hand can only use shield				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:	Ring of Protection +1		

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

GEMS	

LOCATIONS	
HH	83.1 lb.
PB	0.5 lb.

SPELLS									
Arcane Spell Failure: 50% Adj.:									
Casting Class:	Cleric								
Caster Level:	2								
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	4	11							
1	3+1	12							
2									
3									
4									
5									
6									
7									
8									
9									

GEAR													
List: Gear - All													
Basic Equipment List	Loc.	QTY	LB.	Loc.	QTY	LB.							
Potion Belt M/W	HH	1	1				Potion of CLW	PB	3				
							Potion of CMW	PB	2				
							Dagger		1				
							Light Crossbow		4				
							Crossbow Bolt		20				
							Lance		1	10			
							Handy Haversack		1	5			
94.0 lb. Light 1 7,081 gp													

ENCUMBRANCE					Total Value
100.0	200.0	300.0	600.0	1,500.0	
	Light	Medium	Heavy	Lift	Drag Adj

FEATS								
Rich Parents Trait	4	=	3	+	1	+		Your starting cash increases to 900 GP.
Reactionary Trait								+2 trait bonus to Initiative checks
Cavalry Formation								Ride in close formation with mounted allies without impeding your effectiveness
Mounted Combat								When mount is hit in combat, try Ride check (= mount AC) to negate hit. (x1 / rnd)
Mounted Archery								Half penalty for ranged attacks while mounted
Extra Channel								Gain 2 uses of Channel Energy per day

INFO		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: 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) 2nd		
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+3		
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 < OOOOOOO >		
• 1d6 healing to living creatures -OR-		
• 1d6 damage to Undead; Will DC17 for ½ damage		
Glory Domain (P)		
Touch of Glory (Sp): 4/day < OOOO >		
As a std action, touch a crt giving it a +2 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		
+5 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		
Description for the Magical Items Worn		
Ring of Protection +1: +1 deflection bonus to armor class		
CHARACTER STATUS		
Dexterity bonus to AC reduced because of your Full Plate Armor		

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.

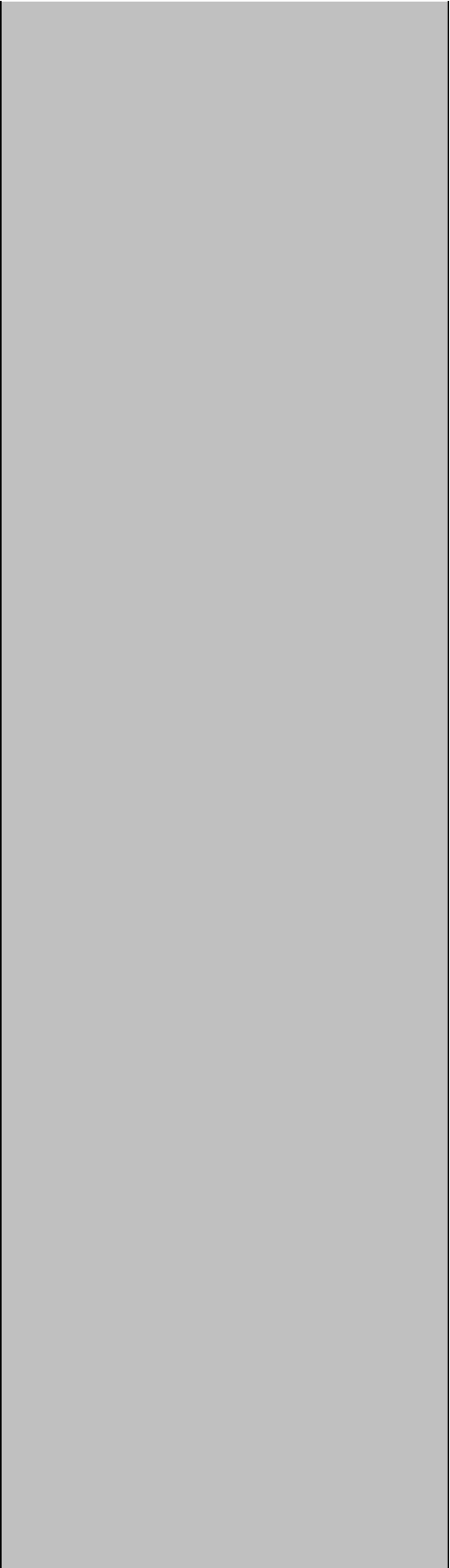
SPELL DC Adj. = +

Effects Adj.

	Spell per day Adjustments & Effects					
	Class #1		Class #2		Class #3	
	Cleric 2nd					
	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		Class #2		Class #3	
	Cleric 2nd					
	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) 2nd

Medium Humanoid (Human)

Alignment: Neutral Good [Heironeous]

Hit Dice: 2d10+2, 2d8+2 (39 hp)

Initiative: +4

Speed: 20' (4 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 24 (+10 Armor, +2 Shield, +1 Dex, +1 Deflection), Touch 12, Flat-Footed 23

Saves: Fort +7, Ref +2, Will +4

Abilities: Str 18, Dex 15, Con 12, Int 14, Wis 13, Cha 15

Base Att/CMB/CMD: +3 / +7 / 20

Single Attack:

Longsword: +7 melee (1d8+4/19-20)

Dagger: +7 melee (1d4+4/19-20)

Lance: +7 melee (1d8+4/20/x3)

Light Crossbow: +5 ranged (1d8/19-20)

Full Attack:

Longsword: +7 melee (1d8+4/19-20)

Dagger: +7 melee (1d4+4/19-20)

Lance: +7 melee (1d8+4/20/x3)

Light Crossbow: +5 ranged (1d8/19-20)

FEATS

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

SKILLS

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

CLERIC (P) SPELLS

Spells per Day: (4/3+1; save DC 11+spell level):
Create Water, Detect Magic, Spark. Abundant Ammunition, Cure Light Wounds, Sanctuary, Shield of Faith.

EQUIPMENT

ARMOR WORN: Full 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, 2xPotion of CMW, Handy Haversack

MAGICAL ITEMS WORN

Ring of Protection +1

TOTAL CHARACTER VALUE

7,081 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) 2nd

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+3

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 DC17 for ½ damage

Glory Domain (P)

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

As a std action, touch a crt giving it a +2 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

+5 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

Description for the Magical Items Worn

Ring of Protection +1: +1 deflection bonus to armor class

CHARACTER STATUS

Dexterity bonus to AC reduced because of your Full Plate Armor

ANIMAL COMPANION

Horse (P-AC)

Hastur
Animal Name

SPD 35'
Speed Land Fly Burrow Climb Swim

Initiative +1
Modifier

HD 3
Hit Dice Bonus

Large **10 ft./5 ft.**
Size Space/Reach

Animal
Type Sub-Type

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	

HP 24 +5
Hit Points Adj.

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

TOUCH 11
Armor Class

Flat-Footed 18
Armor Class

CMB +6
Combat Maneuver

CMD 17
Combat Man. Def.

5-00000000
5-00000000

MASTER 2
Level

FORTITUDE +5 = 3 + 2 +
(Constitution) Base Animal Adj.

REFLEX +4 = 3 + 1 +
(Dexterity) Base Animal Adj.

WILL +2 = 1 + 1 +
(Wisdom) Base Animal Adj.

ATKAYS
(Special)

QUALITIES
(Special) Low-light vision, Scent

MELEE +4 = 2 + 3 + -1 +
Attack Bonus Base Ability 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

Features

Natural Armor Adj.: +0	Link, Share Spells
Str / Dex Adj.: +0	
Bonus Tricks: +1	

Tricks (7 tricks)

Defend

Feats (Select 2)

Agile Maneuvers	<input checked="" type="checkbox"/>
Dodge	<input checked="" type="checkbox"/>

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

List: Gear - All

GEAR	Qty	Lb.	Qty	Lb.	Qty	Lb.
Animal Harness	1	2				
Bit and Bridle	1	1				
Feed	10	100				
Saddle (military)	1	30				
Saddlebags	2	16				
	269					
Rider		Weight		418.00 lb.		Medium
				Total Weight		Load Class

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 Gmd	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

Effective	2	2	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4	3+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

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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	30 ft.	Up to 4 gal of water	Instant	None	No	Creates up to 4 gallons of pure water	CRB262
○○○○	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	2 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○○	0	Spark	Ev	V or S	1 action	30 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	2 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+2 damage	CRB263
○○○○	1	Sanctuary	A	VSDf	1 action	Touch	1 crt Touched	2 rnd	Will neg [DC12]	No	On failed save, opponents cannot attack you	CRB336
○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	2 min	Will neg [DC12]	Yes	Aura grants +2 deflection bonus	CRB342

