

Anna
 Character Name
 Fighter (P) / Rogue (P) 3
 Primary Level
 Rogue (P) / Warpriest (ACG) 2
 Secondary Level
 Third Class Level

LEVEL 5

Half-elf (P)

23

Total Humanoid (Human, Elf)
 HD 1 XP 0 Female Green
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
 d8 Medium 5 5' 0" 117 lb. Blonde
 Type Size ECL Adj. Height Weight Hair
 5 ft./5 ft. Chaotic Good Fharlanghn White
 Type Space / Reach Alignment Deity Skin
 SPD Land Speed Base Gear Effects Burrow Climb Fly Swim
 40' = 30' + 0' + 10' / 0' / 0' / 0' / 0'



Fighter (P) / Rogue (P) / Rogue (P) / Warpriest (ACG)

STR Strength	14	+2
DEX Dexterity	20	+5
CON Constitution	15	+2
INT Intelligence	14	+2
WIS Wisdom	16	+3
CHA Charisma	14	+2
Ability	Modif	

HP
Hit Points 50

AC
Armor Class 26+1 = 13 + 8 + 5 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

Touch
Armor Class 15

Flat-Foot
Armor Class 26

INIT
Modifier +5 = 5 + 0 + 0

SPELL
Resistance

POWER
Points

CMB
Bonus +6 = 4 + 2 + 0 + 0 + 0

Base STR Size Effects

CMD
Defense 21 = 14 + 2 + 5 + 0 + 0

ENERGY
Resistances

FORTITUDE (Constitution)	+8 = 6 + 2 + 0 + 0 + 0	+2*
REFLEX (Dexterity)	+12 = 6 + 5 + 1 + 0 + 0	+3*
WILL (Wisdom)	+7 = 4 + 3 + 0 + 0 + 0	+3*
Base Ability Epic Effects Adj. Cond.		

BASE
Attack +4 = 4 + 0 + 0 + 0 + 0

MELEE
Attack Bonus +6 = 4 + 2 + 0 + 0 + 0

RANGED
Attack Bonus +9 = 4 + 5 + 0 + 0 + 0

Leader
Leadership

Vision & Senses
Low-Light x2

SKILL	ACP	-1	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *			10+4	DEX	5	6	-1	4	
Appraise-p			10	INT	2	8			
Bluff-p			8	CHA	2	6			
Climb-p *			5	STR	2	4	-1		
Diplomacy-p			7	CHA	2	5			
Disable Device-p *			19+2	DEX	5	8	6	2	
Disguise-p			6	CHA	2	4			
Escape Artist-p *			6	DEX	5	4	-1		
Fly-p *			4	DEX	5	5	-1		
Handle Animal-p			6	CHA	2	4			
Heal-p			7	WIS	3	4			
Intimidate-p			2	CHA	2	2			
Linguistics-p			7	INT	2	5			
Perception-p			17+2	WIS	3	8	6	2	
Ride-p *			8	DEX	5	4	-1		
Sense Motive-p			13	WIS	3	8	2		
Sleight of Hand-p *			13+4	DEX	5	7	1	4	
Spellcraft-p			7	INT	2	5			
Stealth-p *			17	DEX	5	8	4		
Survival-p			7	WIS	3	4			
Swim-p *			5	STR	2	4	-1		
Use Magic Device-p			9	CHA	2	7			
Craft: Gemcutting-p			4	INT	2	4	-2		
Craft: Locksmithing-p			4	INT	2	4	-2		
Knowledge: Religion-p			10	INT	2	8			

FULL ATTACK Two-Handed	Dancing, Keen Curve Blade	+12	15-20				Slashing
Desc: Rare, longer version of a scimitar, but with a thinner blade		1d10+5+1d6 Acid	x2	-			
Notes:			Medium				
Ammo							

FULL ATTACK One-Handed	Dagger	+9	19-20	10'			Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you		1d4+2	x2				
Notes:			Medium				
Ammo							

FULL ATTACK Ranged	Composite Longbow (+2 Str)	+9	20	110'			Piercing
Desc: Made for a strength ratings of +2		1d8+2	x3				
Notes:			Medium				
Ammo							

FULL ATTACK Thrown	Bolas	+9	20	10'			Bludgeoning
Desc: Deals Nonlethal damage. Can be used to Trip opponents		1d4+2	x2				
Notes:			Medium				
Ammo							

FULL ATTACK One-Handed	Longsword	+6	19-20				Slashing
Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins		1d8+2	x2	-			
Notes:			Medium				
Ammo							

FULL ATTACK One-Handed	None						
Notes:							
Ammo							

TRACKERS				
	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
Common, Elven	6	
Draconic, Dwarven, Goblin, Suloise, Ralat, Terran		

Spell Difficulty Class Adj.

Warpriest	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>
SPELL DC Adj.	<input type="checkbox"/>		Effects		Adj.
<input type="checkbox"/>	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>
SPELL DC Adj.	<input type="checkbox"/>		Effects		Adj.
<input type="checkbox"/>	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>
SPELL DC Adj.	<input type="checkbox"/>		Effects		Adj.

Spell per day Adjustments & Effects						
	Class #1		Class #2		Class #3	
	Warpriest 2nd					
	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		Class #2		Class #3	
	Warpriest 2nd					
	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 :	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Power Effects :	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Powers Known :	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Max. Pwr lvl Known :	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Power Points :	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

+2 to saves vs enchantment spells & effects [Elven Immunities]

Conditional Bonus - Weapons

+2 to CMD whenever a foe attempts to sunder your Elven Curve Blade
+2 to Sleight of Hand checks made to conceal a Dagger on your body
+2 to CMB when using your Dancing, Keen Curve Blade

Conditional Skill

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

Languages (x6)

Common, Elven, Draconic, Dwarven, Goblin, Suloise, Ralat, Terran

Description for the Magical Items Worn

Amulet of Natural Armor +3: +3 enh. bonus to natural armor
Cloak of Elvenkind: +5 competence bonus on Stealth-p checks

CHARACTER STATUS

No errors detected

Anna

Half-elf (P), Fighter (P) / Rogue (P) 3rd, Rogue (P) / Warpriest (ACG)

Medium Humanoid (Human, Elf)

Alignment: Chaotic Good [Fharlanghn]

Hit Dice: 3d10+6, 2d8+4 (50 hp)

Initiative: +5

Speed: 40' (8 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 26 (+8 Armor, +5 Dex, +3 Natural Armor), Touch 15, Flat-Footed 26

Saves: Fort +8, Ref +12, Will +7

Abilities: Str 14, Dex 20, Con 15, Int 14, Wis 16, Cha 14

Base Att/CMB/CMD: +4 / +6(+5*) / 21(+2*)

Single Attack:

Dancing, Keen Curve Blade: +12 melee (1d10+5+1d6 Acid/15-20)

Dagger: +9 melee (1d4+2/19-20)

Composite Longbow (+2 Str): +9 ranged (1d8+2/20/x3)

Bolas: +9 thrown (1d4+2/20)

Longsword: +6 melee (1d8+2/19-20)

Full Attack:

Dancing, Keen Curve Blade: +12 melee (1d10+5+1d6 Acid/15-20)

Dagger: +9 melee (1d4+2/19-20)

Composite Longbow (+2 Str): +9 ranged (1d8+2/20/x3)

Bolas: +9 thrown (1d4+2/20)

Longsword: +6 melee (1d8+2/19-20)

————| FEATS |————

Deft Dodger Trait, Rich Parents Trait, Skill Focus: Disable Device-p, Power Attack, Cleave, Alertness, Weapon Finesse, Deft Hands, Sharp Senses, Wpn Focus: Elven Curve Blade, Toughness.

————| SKILLS |————

Acrobatics +10+4, Appraise +10, Bluff +8, Climb +5, Diplomacy +7, Disable Device +19+2, Disguise +6, Escape Art +8, Fly +4, Handle Animal +6, Heal +7, Intimidate +2, Linguistics +7, Perception +17+2, Ride +8, Sense Motive +13, Sleight of Hand +13+4, Spellcraft +7, Stealth +17, Survival +7, Swim +5, Use Magic Dev. +9, Cr:Gemcut +4, Cr:Locksm +4, Kn:Religion +10.

————| WARPRIEST (ACG) SPELLS |————

Spells per Day: (4/3; save DC 13+spell level):

Detect Magic, Light, Spark, Guidance. Cure Light Wounds, Comprehend Languages, Shield of Faith.

————| EQUIPMENT |————

ARMOR WORN: Elven Chainmail.

Basic Equipment List, Masterwork Thieves' Tools, Traveler's Outfit,

Potion Belt M/W, Bolas, Dagger, Dancing, Keen Curve Blade, Composite Longbow (+2 Str),

Quiver of Arrows (20), 20xArrow Longsword, Potion of Barkskin +2, 2xPotion of CMW,

Handy Haversack

————| MAGICAL ITEMS WORN |————

Amulet of Natural Armor +3

Cloak of Elvenkind

————| TOTAL CHARACTER VALUE |————

33,759 gp.

NOTES

————| Racial Traits: Half-elf (P) |————

Elf Blood: For all effects related to race, a Half-elf is considered an Elf

Elven Immunities: Half-elves are immune to magic sleep effects

Keen Senses: +2 racial bonus on Perception skill checks

Multitalented: Choose two favored classes at first level

Adaptability: Receive Skill Focus, as a bonus feat

————| Vision & Senses |————

Low-Light x2

————| Class Features: Fighter (P) 3rd |————

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)

2x bonus combat feat

Armor Training (Ex): Current armor is a Elven Chainmail

- No speed reduction for a Medium Armor

- Reduce the Armor Check penalty by 1

- +1 to the Maximum DEX bonus of the armor

————| Class Features: Rogue (P) 5th |————

Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields

Sneak Attack: +3d6 damage

Evasion (Ex): Take no damage on successful Reflex save

Uncanny Dodge (Ex): Retain Dex bonus to AC even if flat-footed

Rogue Talents: 2x talents. *: Affects sneak atk, max. 1/sneak atk

- Finesse Rogue: Gain the Weapon Finesse feat

- Fast Stealth (Ex): Move at full speed using Stealth without penalty

————| Class Features: Warpriest (ACG) 2nd |————

Weapon & Armor Proficiencies: Proficient with all simple and martial wpns, as well as the favored wpn of your Deity, and with all armor and shields (except tower shields)

Concentration check: 1d20+5

Spells: Cast divine spells drawn from the Cleric spell list. Your alignment may restrict you from casting certain spells opposed to you moral/ethical beliefs. You must choose and prepare your spells in advance. Your highest level of spells is 6th. Cleric spells of 7th+ level are not on your class spell list, and you cannot use spell completion or spell trigger magic items without making a successful Use Magic Device check, for cleric 7th+ Cleric spells

Chaotic, Evil, Good, and Lawful Spells: You cannot cast spells of an alignment opposed to your own or your deity's (if you have one)

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

Spontaneous Casting: Expend any prepared spell that is not an orison in order to cast any 'cure' spell of the same spell level or lower

Aura (Ex): A Warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment

Focus Weapon: Gain Weapon Focus as a bonus feat

Sacred Weapon (Su): In addition to the favored weapon of your deity, designate a weapon as a sacred weapon by selecting that weapon with the Weapon Focus feat

Blessings (Su): 4/day < OOOO >
Call upon the power from one of your blessings. The saving throw to resist a Blessing is DC14.

- Selected blessings: the Healing Blessing and the Travel Blessing
- Powerful Healer (minor): As a swift action, treat any cure spell as if it were empowered (as the Empower Spell feat), causing it to heal 50% more damage (or deal 50% more damage if used against undead). This ability doesn't stack with itself or the Empower Spell feat
- Agile Feet (minor): As a free action, gain increased mobility. For the next round, you ignore all difficult terrain and take no penalties for moving through it

Fervor (Su): 4/day < OOOO >

- As a swift action, cast any one Warpriest spell you have prepared. When cast in this way, the spell can only target you, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components

SPELL PLANNER #1 for
Warpriest (ACG)

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								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14								

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND
*: 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

Anna

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Show only level: 0

Checks	Lvl	Cleric (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○	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	Light	Ev	VDF	1 action	Touch	1 obj touched	20 min (D)	None	No	Object shines like a torch	CRB304
○○○○	0	Spark	Ev	V or S	1 action	30 ft.	1 Fine obj	Instant	Fort neg (obj) [DC13]	Yes	Unattended flammable object catches light	APG246
○○○○	0	Guidance	D	VS	1 action	Touch	1 crt Touched	see text	Will neg [DC13]	Yes	+1 competence bonus on one attack roll, save, or skill check	CRB292
○○○	1	Cure Light Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+2 damage	CRB263
○○○	1	Comprehend Languages	D	VSDF	1 action	Personal	You	20 min	None	Yes	Understands all spoken and written languages touched	CRB258
○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	2 min	Will neg [DC14]	Yes	Aura grants +2 deflection bonus	CRB342

