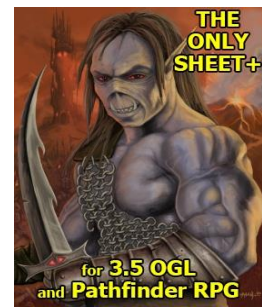


Anna
 Character Name
Fighter (P) / Rogue (P) 3
 Primary Level
Rogue (P) / Warpriest (ACG) 4
 Secondary Level
 Third Class Level

LEVEL 7

Half-elf (P)

27
Age



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

Total Humanoid (Human, Elf)
d10 **HD 1** **XP 0** Female Green
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
d8 **Medium** **7** **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

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

FORTITUDE (Constitution)	+10	= 7 + 2 + [] + 1 + [] / +2*
REFLEX (Dexterity)	+14	= 7 + 5 + [] + 2 + [] / +4*
WILL (Wisdom)	+9	= 5 + 3 + [] + 1 + [] / +3*

BASE Attack	+6	/ +1 / [] / [] / [] / [] / []
-----------------------	----	------------------------------------

MELEE Attack Bonus	+9	= 6 + 3 + [] + [] + []
RANGED Attack Bonus	+11	= 6 + 5 + [] + [] + []

SPD Speeds **40'** = **30'** + **0'** + **10'** / **0'** / **0'** / **0'** / **0'**
 Land Speed Base Gear Effects Burrow Climb Fly Swim
 $5 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1$
 $5 \cdot 5 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 2 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1 \cdot 1$

HP Hit Points **69**
 The Only Sheet+ v6.1.24 Licensed to Alex Metzger
AC Armor Class **26+2** = **13** + **8** + [] + **5** + [] + [] + [] + [] + [] + [] + []
 10+Natural Armor Shield Dexterity Size Dodge Deflection Other Adj. **HERO** Points Available

Touch Armor Class **15** **Flat-Foot** Armor Class **26** **INIT** Modifier **+6** = **5** + **1** + []
 Dex Effects Adj. **SPELL** Resistance [] [] [] [] **POWER** Points []

CMB Bonus **+10** = **6** + **3** + [] + **1** / **+4*** **CMD** Defense **24** = **16** + **3** + **5** + [] + [] / **+2***
 Base STR Size Effects Cond. Base STR DEX Size Effects Cond.

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

Damage Reduction [] [] [] [] [] [] [] []
 Key Ability Modifier Ranks (+3) Effects Conditional Adj.

Leader Leadership []

Vision & Senses Low-Light x2 [] [] [] [] [] [] [] []

FULL ATTACK Two-Handed	Dancing, Keen Curve Blade	+15/+10	15-20	-	Slashing
		1d10+8+1d6 Acid	x2		
Desc: Rare, longer version of a scimitar, but with a thinner blade					
Notes:					
Ammo					

FULL ATTACK One-Handed	Dagger	+12/+7	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:					
Ammo					

FULL ATTACK Ranged	Composite Longbow (+2 Str)	+12/+7	20	110'	Piercing
		1d8+2	x3		
Desc: Made for a strength ratings of +2					
Notes:					
Ammo					

FULL ATTACK Thrown	Bolas	+12	20	10'	Bludgeoning
		1d4+3	x2		
Desc: Deals Nonlethal damage. Can be used to Trip opponents					
Notes:					
Ammo					

FULL ATTACK One-Handed	Longsword	+11/+6	19-20	-	Slashing
		1d8+4	+1 x2		
Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins					
Notes: Magical - Enhancement +1					
Ammo					

FULL ATTACK One-Handed	None				
Notes:					
Ammo					

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-1	14+4	DEX	5	9		4	
Appraise-p		10	INT	2	7	1		
Bluff-p		10	CHA	2	7	1		
Climb-p *		7	STR	3	4			
Diplomacy-p		8	CHA	2	5	1		
Disable Device-p *		22+3	DEX	5	10	7	3	
Disguise-p		7	CHA	2	4	1		
Escape Artist-p *		10	DEX	5	5			
Fly-p *		5	DEX	5				
Handle Animal-p		7	CHA	2	4	1		
Heal-p		12	WIS	3	8	1		
Intimidate-p		3	CHA	2	1			
Linguistics-p		9	INT	2	6	1		
Perception-p		20+3	WIS	3	10	7	3	
Ride-p *		10	DEX	5	5			
Sense Motive-p		16	WIS	3	10	3		
Sleight of Hand-p *		17+4	DEX	5	10	2	4	
Spellcraft-p		10	INT	2	7	1		
Stealth-p *		19	DEX	5	10	4		
Survival-p		8	WIS	3	4	1		
Swim-p *		7	STR	3	4			
Use Magic Device-p		10	CHA	2	7	1		
Craft: Gemcutting-p		5	INT	2	4	-1		
Craft: Locksmithing-p		5	INT	2	4	-1		
Knowledge: Religion-p		11	INT	2	8	1		

ARMOR		Elven Chainmail	Adj.	Check Adj.:	
Light	Max Dex: 6	Bonus: +8	Armor Check: -1	Spell Fail: 20%	20 lb.
Desc: This extremely light chainmail is made of very fine mithral links					
Notes:					

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

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	Cloak of Elvenkind
Neck:	Amulet of Natural Armor +3	Arm/Wrist:	
Chest:	Unfettered Shirt	Headband:	
Hands:	Gauntlets of Ogre Power	Body:	loun Stone, Pale green
Feet:			
Right Finger:			
Left Finger:			

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

GEMS	
-------------	--

SPELLS		Arcane Spell Failure: 20% Adj.:							
Casting Class:	Warpriest								
Caster Level:	4								
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	13							
1	4	14							
2	2	15							
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	
HH	83.1 lb.
PB	0.6 lb.
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Basic Equipment List									
Masterwork Thieves' Tools			1	2		1	2	Potion of Barkskin +2	PB 1
Traveler's Outfit			1	5		1	1	Potion of CMW	PB 2
Potion Belt M/W			1	1		1	7	Potion of Fly	PB 2
						1	3	Potion of Gaseous Form	PB 1
						1	1	Quiver of Arrows (20)	
						20	2	Handy Haversack	1 5
						1	4	Longsword	
58.0 lb.		Light	6				80,009 gp		
Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE		Total Value			
				76.7	153.3	230.0	460.0	1,150.0	
Selection List: All Feats and Traits				Light	Medium	Heavy	Lift	Drag	Adj

FEATS		11	=	4	+	6	+	1
Deft Dodger Trait	+1 trait bonus on Reflex saves							✓
Rich Parents Trait	Your starting cash increases to 900 GP.							✓
Skill Focus: Disable Device-p	+3 bonus on checks with skill: Disable Device-p							✓
Power Attack	Gain a +4 bonus to all melee damage but take a -2 penalty to all melee attacks							i
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC							i
Alertness	+2 bonus to Perception and +2 bonus to Sense Motive checks							✓
Weapon Finesse	Use Dex modifier instead of Str modifier on attack rolls							✓
Deft Hands	+2 bonus to Disable Device and +2 bonus to Sleight of Hand checks							✓
Sharp Senses	+4 racial bonus on Perception checks instead of +2							✓
Wpn Focus: Elven Curve Blade	+1 bonus on attack rolls with: Elven Curve Blade							✓
Toughness	+7 hit points							✓
Wpn Specialization: Elven Curve Blade	+2 bonus on damage rolls with: Elven Curve Blade							✓
Furious Focus	Ignore Power Attack penalty on 1st attack each rd when holding wpn in 2 hands							✓

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

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) 7th
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: +4d6 damage
Evasion (Ex): Take no damage on successful Reflex save
Uncanny Dodge (Ex): Retain Dex bonus to AC even if flat-footed
Rogue Talents: 3x 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
 • Resiliency (Ex): 1/day as an imm. action, gain 7 Temp. HPs when brought below 0 HP

Class Features: Warpriest (ACG) 4th
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+7
Spells: Cast divine spells drawn from the Cleric spell list. Your alignment may restrict you from casting certain spells opposed to your 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: Spend 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
 • 4 md/day < OOOO >
 Gain the ability to imbue your Sacred Weapon with divine power as a swift action. This power grants the weapon a +1 enh. bonus. These bonuses stack with any existing bonuses the weapon might have, to a max of +5. The weapon must have at least a +1 enh. bonus before adding any other properties, whether normally from itself or granted by this ability. The enh. bonus and properties are determined the first time the ability is used each day, and cannot be changed until the ability is used again the next day. These bonuses only apply while you are holding the weapon, and end immediately if the weapon is sheathed or leaves your possession. This ability can be ended as a free action at the start of your turn (and that round does not count against the total duration, unless the ability is resumed). If you use this ability on a double weapon, the effects only apply to one end the weapon. You can imbue a weapon with any of the following weapon properties at the listed cost:
 • Cost +1: defending, flaming, frost, keen, merciful, shock, vicious
Blessings (Su): 5/day < OOOOO >
 Call upon the power from one of your blessings. The saving throw to resist a Blessing is DC15.
 • 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): 5/day < OOOOO >
 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 and do not provoke AoO. You do not need to have a free hand to cast a spell

TRACKERS				
	Initial	Spent	Reset	Avail.
Wand of Cure Moderate Wounds	50			50

LANGUAGES		Avail.	Adj.
Common, Elven		7	
Draconic, Dwarven, Goblin, Suloise, Ralat, Terran, Abyssal			

Spell Difficulty Class Adj. = Effects + Adj.

Warpriest
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	
	Total	+Adj.	Total	+Adj.	Total	+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	
	Total	+Adj.	Total	+Adj.	Total	+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 :		

- in this way
 - As a std action (swift action if on yourself), heal 1d6 dmg
 - Melee touch atk that provokes AoO to deal 1d6 dmg to undead (no save)
- Bonus Feats:** Gain 1 bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats and you must meet the prerequisites
- Channel Energy (Su):** As a std action, release a 30' burst of Positive energy by channeling the power of your faith through your holy symbol. Using this ability consumes two uses of your Fervor (Su) ability
- Heal living crts by 1d6 dmg - OR-
 - Deal 1d6 dmg to undead crts, Will DC15 for half

Conditional Bonus - Feats
+2 to CMB when using finesse weapons [Weapon Finesse]

Conditional Bonus - Fighter (P) Class
+1 to Will saves vs fear [Bravery]

Conditional Bonus - Rogue (P) Class
+3 to Perception to locate Traps [Trapfinding]
+3 to Disable Device vs Traps [Trapfinding]
+2 to Reflex to avoid traps [Trap Sense]
+2 to AC vs attacks made by traps [Trap Sense]

Conditional Bonus - Half-elf (P) Race
+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]

Trackers
Wand of Cure Moderate Wounds (50 / 50)

Languages (x7)
Common, Elven, Draconic, Dwarven, Goblin, Suloise, Ralat, Terran, Abyssal

Description for the Magical Items Worn
Amulet of Natural Armor +3: +3 enh. bonus to natural armor
Unfettered Shirt: Gain the benefits of freedom of movement for 10 min 1/day
Gauntlets of Ogre Power: +2 enh. bonus to Strength
Cloak of Elvenkind: +5 competence bonus on Stealth-p checks
Iron Stone, Pale green: +1 competence on attack rolls, saves, skill & ability 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, 4d8+8 (69 hp)

Initiative: +6

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 +10, Ref +14, Will +9

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

Base Att/CMB/CMD: +6 / +10(+4*) / 24(+2*)

Single Attack:

Dancing, Keen Curve Blade: +15 melee (1d10+8+1d6 Acid/15-20)

Dagger: +12 melee (1d4+3/19-20)

Composite Longbow (+2 Str): +12 ranged (1d8+2/20/x3)

Bolas: +12 thrown (1d4+3/20)

Longsword: +11 melee (1d8+4/19-20)

Full Attack:

Dancing, Keen Curve Blade: +15/+10 melee (1d10+8+1d6 Acid/15-20)

Dagger: +12/+7 melee (1d4+3/19-20)

Composite Longbow (+2 Str): +12/+7 ranged (1d8+2/20/x3)

Bolas: +12 thrown (1d4+3/20)

Longsword: +11/+6 melee (1d8+4/19-20)

————| 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, Wpn Specialization: Elven Curve Blade, Furious Focus.

————| SKILLS |————

Acrobatics +14+4, Appraise +10, Bluff +10, Climb +7, Diplomacy +8, Disable Device +22+3, Disguise +7, Escape Art +10, Fly +5, Handle Animal +7, Heal +12, Intimidate +3, Linguistics +9, Perception +20+3, Ride +10, Sense Motive +16, Sleight of Hand +17+4, Spellcraft +10, Stealth +19, Survival +8, Swim +7, Use Magic Dev. +10, Cr:Gemcut +5, Cr:Locksm +5, Kn:Religion +11.

————| WARPRIEST (ACG) SPELLS |————

Spells per Day: (4/4/2; save DC 13+spell level):

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

————| 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,

2xPotion of Fly, Potion of Gaseous Form, Handy Haversack

————| MAGICAL ITEMS WORN |————

Amulet of Natural Armor +3

Unfettered Shirt

Gauntlets of Ogre Power

Cloak of Elvenkind

Ioun Stone, Pale green

————| TOTAL CHARACTER VALUE |————

80,009 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) 7th |————

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: +4d6 damage

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

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

Rogue Talents: 3x 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

- Resiliency (Ex): 1/day as an imm. action, gain 7 Temp. HPs when brought below 0 HP

————| Class Features: Warpriest (ACG) 4th |————

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

Concentration check: 1d20+7

Spells: Cast divine spells drawn from the Cleric spell list. Your alignment may restrict you from casting certain spells opposed to your 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

- 4 rnd/day < OOOO >

- Gain the ability to imbue your Sacred Weapon with divine power as a swift action. This power grants the weapon a +1 enh. bonus. These bonuses stack with any existing bonuses the weapon might have, to a max of +5. The weapon must have at least a +1 enh. bonus before adding any other properties, whether normally from itself or granted by this ability. The enh. bonus and properties are determined the first time the ability is used each day, and cannot be changed until the ability is used again the next day. These bonuses only apply while you are holding the weapon, and end immediately if the weapon is sheathed or leaves your possession. This ability can be ended as a free action at the start of your turn (and that round does not count against the total duration, unless the ability is resumed). If you use this ability on a double weapon, the effects only apply to one end the weapon. You can imbue a weapon with any of

SPELL PLANNER #1 for
Warpriest (ACG)

Divine caster

Effective	4	4	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4	4	2							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15							

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

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

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

Show only level:

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	4 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○○	0	Light	Ev	VDF	1 action	Touch	1 obj touched	40 min (D)	None	No	Object shines like a torch	CRB304
○○○○	0	Spark	Ev	V or S	1 action	35 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+4 damage	CRB263
○○○○	1	Comprehend Languages	D	VSDF	1 action	Personal	You	40 min	None	Yes	Understands all spoken and written languages touched	CRB258
○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	4 min	Will neg [DC14]	Yes	Aura grants +2 deflection bonus	CRB342
○○○○	1	Divine Favor	Ev	VSDF	1 action	Personal	You	1 min			+1 luck bonus to attack and damage	CRB273

