

Anna
 Character Name
Fighter (P) / Rogue (P) 3
 Primary Level
Rogue (P) / Warpriest (ACG) 5
 Secondary Level
 Third Class Level

LEVEL 8

Half-elf (P)

15

Total Humanoid (Human, Elf) Age
d10 **HD 1** **XP 0** Female Green
 Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
d8 **Medium** **8** **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 40' = 30' + 0' + 10' / 0' / 0' / 0' / 0'
 Land Speed Base Gear Effects Burrow Climb Fly Swim



STR Strength	16	+3
DEX Dexterity	22	+6
CON Constitution	18	+4
INT Intelligence	14	+2
WIS Wisdom	16	+3
CHA Charisma	14	+2

HP Hit Points 95
 555555•22222222•111111111111
 555555•22222222•111111111111

AC Armor Class 27+2 = 13 + 8 + 6 + 0 + 0 + 0 + 0 + 0 + 0 + 0
 10+Natural Armor Shield Dexterity Size Dodge Deflection Other Adj.
HERO Points Available

Touch Armor Class 16
Flat-Foot Armor Class 27

INIT Modifier +7 = 6 + 1 + 0
 Dex Effects Adj.

SPELL Resistance SR Adj PR Adj
POWER Points

CMB Bonus +10 = 6 + 3 + 1 + 0
 Base STR Size Effects

CMD Defense 25 = 16 + 3 + 6 + 0 + 0
 Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+12	= 7 + 4 + 1 + 0	+2*
REFLEX (Dexterity)	+15	= 7 + 6 + 2 + 0	+4*
WILL (Wisdom)	+9	= 5 + 3 + 1 + 0	+3*

BASE Attack +6 / +1 / 3rd / 4th / Adj. / Base
MELEE Attack Bonus +9 = 6 + 3 + 0 + 0 + 0
RANGED Attack Bonus +12 = 6 + 6 + 0 + 0 + 0

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

Leader Leadership
Vision & Senses Low-Light x2

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *	-1	17+4	DEX	6	11		4	
Appraise-p		10	INT	2	7	1		
Bluff-p		11	CHA	2	8	1		
Climb-p *		7	STR	3	4			
Diplomacy-p		8	CHA	2	5	1		
Disable Device-p *		24+4	DEX	6	11	7	4	
Disguise-p		8	CHA	2	5	1		
Escape Artist-p *		11	DEX	6	5			
Fly-p *		6	DEX	6				
Handle Animal-p		7	CHA	2	4	1		
Heal-p		12	WIS	3	8	1		
Intimidate-p		7	CHA	2	4	1		
Linguistics-p		9	INT	2	6	1		
Perception-p		21+4	WIS	3	11	7	4	
Ride-p *		11	DEX	6	5			
Sense Motive-p		17	WIS	3	11	3		
Sleight of Hand-p *		19+4	DEX	6	11	2	4	
Spellcraft-p		11	INT	2	8	1		
Stealth-p *		21	DEX	6	11	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		
Knowledge: Planes-p		4	INT	2	1	1		

FULL ATTACK Two-Handed Dancing, Keen Curve Blade
 Total Attack (Weapon Finesse) / Damage Adj. Critical Range Damage Type
 +16/+11 15-20 x2 - Slashing
 1d10+8+1d6 Acid
 Desc: Rare, longer version of a scimitar, but with a thinner blade
 Notes:
Ammo

FULL ATTACK One-Handed Dagger
 Total Attack (Weapon Finesse) / Damage Adj. Critical Range Damage Type
 +13/+8 19-20 x2 10' Piercing or Slashing
 1d4+3
 Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
 Notes:
Ammo

FULL ATTACK Ranged Composite Longbow (+2 Str)
 Ranged Attack / Damage Adj. Critical Range Damage Type
 +13/+8 20 x3 110' Piercing
 1d8+2
 Desc: Made for a strength ratings of +2
 Notes:
Ammo

FULL ATTACK Thrown Bolas
 Thrown Attack / Damage Adj. Critical Range Damage Type
 +13 20 x2 10' Bludgeoning
 1d4+3
 Desc: Deals Nonlethal damage. Can be used to Trip opponents
 Notes:
Ammo

FULL ATTACK One-Handed Longsword
 Total Attack / Damage Adj. Critical Range Damage Type
 +11/+6 +1 19-20 x2 - Slashing
 1d8+4
 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
 Total Attack / Damage Adj. Critical Range Damage Type
 Notes:
Ammo

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

LANGUAGES	
Avail.	Adj.
7	
Common, Elven	
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		
	Warpriest 5th								
	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 5th								
	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 :			

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 in this way
• As a std action (swift action if on yourself), heal 2d6 dmg
• Melee touch atk that provokes AoO to deal 2d6 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 2d6 dmg - OR -
• Deal 2d6 dmg to undead crts, Will DC15 for half

Conditional Bonus - Feats
+3 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
+4 to Perception to locate Traps [Trapfinding]
+4 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
Belt of Physical Might CON/DEX +2: +2 enh. bonus to Constitution and Dexterity
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+12, 5d8+20 (95 hp)

Initiative: +7

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

Space/Reach: 5 ft./5 ft.

AC: 27 (+8 Armor, +6 Dex, +3 Natural Armor), Touch 16, Flat-Footed 27

Saves: Fort +12, Ref +15, Will +9

Abilities: Str 16, Dex 22, Con 18, Int 14, Wis 16, Cha 14

Base Att/CMB/CMD: +6 / +10(+5*) / 25(+2*)

Single Attack:

Dancing, Keen Curve Blade: +16 melee (1d10+8+1d6 Acid/15-20)

Dagger: +13 melee (1d4+3/19-20)

Composite Longbow (+2 Str): +13 ranged (1d8+2/20/x3)

Bolas: +13 thrown (1d4+3/20)

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

Full Attack:

Dancing, Keen Curve Blade: +16/+11 melee (1d10+8+1d6 Acid/15-20)

Dagger: +13/+8 melee (1d4+3/19-20)

Composite Longbow (+2 Str): +13/+8 ranged (1d8+2/20/x3)

Bolas: +13 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 +17+4, Appraise +10, Bluff +11, Climb +7, Diplomacy +8, Disable Device +24+4, Disguise +8, Escape Art +11, Fly +6, Handle Animal +7, Heal +12, Intimidate +7, Linguistics +9, Perception +21+4, Ride +11, Sense Motive +17, Sleight of Hand +19+4, Spellcraft +11, Stealth +21, Survival +8, Swim +7, Use Magic Dev. +10, Cr:Gemcut +5, Cr:Locksm +5, Kn:Religion +11, Kn:Planes +4.

————| WARPRIEST (ACG) SPELLS |————

Spells per Day: (4/5/3; save DC 13+spell level):

Detect Magic, Light, Spark, Guidance. Cure Light Wounds, Comprehend Languages, Shield of Faith, Sanctuary, Obscuring Mist. Cure Moderate Wounds, Grace, Resist Energy (fire).

————| 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

Belt of Physical Might CON/DEX +2

Cloak of Elvenkind

loun Stone, Pale green

————| TOTAL CHARACTER VALUE |————

90,009 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) 8th |————

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

Improved Uncanny Dodge (Ex): Flanked only by a level 12+ enemy

Rogue Talents: 4x 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 8 Temp. HPs when brought below 0 HP

- Redirect Attack (Ex): 1/day < O > When you are hit with a melee attack, redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit you, and the creature that made the attack against you must make a new attack roll vs the new target

————| Class Features: Warpriest (ACG) 5th |————

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+8

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

- 5 rnd/day < OOOOO >

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

SPELL PLANNER #1 for
Warpriest (ACG)

Divine caster

Effective	5	5	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4	5	3							
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 2 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	5 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○○	0	Light	Ev	VDF	1 action	Touch	1 obj touched	50 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+5 damage	CRB263
○○○○○	1	Comprehend Languages	D	VSDF	1 action	Personal	You	50 min	None	Yes	Understands all spoken and written languages touched	CRB258
○○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	5 min	Will neg [DC14]	Yes	Aura grants +2 deflection bonus	CRB342
○○○○○	1	Sanctuary	A	VSDF	1 action	Touch	1 crt Touched	5 rnd	Will neg [DC14]	No	On failed save, opponents cannot attack you	CRB336
○○○○○	1	Obscuring Mist	C	VS	1 action	ft.	Cloud spreads in 20 ft. rad, 20 ft. high	5 min	None	No	Fog cloud spreads in 20' radius from you, 20' high	CRB317
○○○	2	Cure Moderate Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 2d8+5 damage	CRB263
○○○	2	Grace	A	V	1 swift action	Personal	You	1 rnd	None	No	Your movement does not provoke AoO until your next turn	APG226
○○○	2	Resist Energy (fire)	A	VSDF	1 action	Touch	1 crt Touched	50 min	Fort neg [DC15]	Yes	Resistance to Fire 10	CRB334

