

Anna
Character Name
Fighter (P) / Rogue (P) 3
Primary Level
Rogue (P) / Warpriest (ACG) 1
Secondary Level
Third Class Level

LEVEL 4

Half-elf (P)

20

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** **4** **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



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

HP Hit Points **38**
Adj. ②②②②②②②①①①①①①①①①
②②②②②②②①①①①①①①①①

AC Armor Class **21+1** = **10** + **6** + **5** + **0** + **0** + **0** + **0** + **0** + **0** + **0** + **0**
Base Armor Shield Dexterity Size Dodge Deflection Other Adj. Available
HERO Points **0**

Touch Armor Class **15** **Flat-Foot** Armor Class **21** **INIT** Modifier **+5** = **5** + **0** + **0**
Dex Effects Adj. **SPELL** Resistance **0** SR Adj PR Adj **POWER** Points **0**

CMB Bonus **+5** = **3** + **2** + **0** + **0** + **0** / **+3*** **CMD** Defense **20** = **13** + **2** + **5** + **0** + **0** / **+2***
Base STR Size Effects Cond. Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+7	= 5 + 2 + 0 + 0 + 0 / +2*
REFLEX (Dexterity)	+11	= 5 + 5 + 1 + 0 + 0 / +3*
WILL (Wisdom)	+6	= 3 + 3 + 0 + 0 + 0 / +3*

ENERGY Resistances **0** / **0** / **0** / **0** / **0** / **0** / **0** / **0**
Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction **0** / **0** / **0** / **0** / **0** / **0** / **0** / **0**
Acid Cold Elec. Fire Sonic Neg. Pos.

BASE Attack	+3	Base 2nd 3rd 4th Adj. Base
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Leader Leadership **0**

MELEE Attack Bonus	+5	= 3 + 2 + 0 + 0 + 0
RANGED Attack Bonus	+8	= 3 + 5 + 0 + 0 + 0

Vision & Senses
Low-Light x2

FULL ATTACK Two-Handed Elven Curve Blade **+9** **1d10+3** **18-20** **x2** Slashing
Desc: Rare, longer version of a scimitar, but with a thinner blade
Notes: **Ammo**

FULL ATTACK One-Handed Dagger **+8** **1d4+2** **19-20** **x2** 10' Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Notes: **Ammo**

FULL ATTACK Ranged Shortbow **+8** **1d6** **20** **x3** 60' Piercing
Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength
Notes: **Ammo**

FULL ATTACK Thrown Bolas **+8** **1d4+2** **20** **x2** 10' Bludgeoning
Desc: Deals Nonlethal damage. Can be used to Trip opponents
Notes: **Ammo**

FULL ATTACK One-Handed None **0** **0** **0** **0** **0**
Notes: **Ammo**

FULL ATTACK One-Handed None **0** **0** **0** **0** **0**
Notes: **Ammo**

Favored Classes

SKILL	ACP	-1	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *			10+4	DEX	5	6	-1	4	
Appraise-p			9	INT	2	7			
Bluff-p			7	CHA	2	5			
Climb-p *			5	STR	2	4	-1		
Diplomacy-p			7	CHA	2	5			
Disable Device-p *			18+2	DEX	5	7	6	2	
Disguise-p			6	CHA	2	4			
Escape Artist-p *			8	DEX	5	4	-1		
Fly-p *			4	DEX	5	-1			
Handle Animal-p			6	CHA	2	4			
Heal-p			7	WIS	3	4			
Intimidate-p			2	CHA	2				
Linguistics-p			7	INT	2	5			
Perception-p			16+2	WIS	3	7	6	2	
Ride-p *			8	DEX	5	4	-1		
Sense Motive-p			12	WIS	3	7	2		
Sleight of Hand-p *			13+4	DEX	5	7	1	4	
Spellcraft-p			6	INT	2	4			
Stealth-p *			16	DEX	5	7	4		
Survival-p			7	WIS	3	4			
Swim-p *			5	STR	2	4	-1		
Use Magic Device-p			8	CHA	2	6			
Craft: Gemcutting-p			4	INT	2	4	-2		
Craft: Locksmithing-p			4	INT	2	4	-2		
Knowledge: Religion-p			6	INT	2	4			

ARMOR		Elven Chain		Adj:	Check Adj.:	
Light	Max Dex: 5	Bonus: +6	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:		Arm/Wrist:		
Chest:		Headband:		
Hands:		Body:		
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:	1		
Caster level adj:			
Spell / day adj:			
Spell known adj:			
Spell Level	Spells / day	Save DC	Spells Known
0	3	13	
1	2	14	
2			
3			
4			
5			
6			
7			
8			
9			

LOCATIONS	
HH	83.1 lb.
PB	0.3 lb.
Tag	Weight

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GEAR												List:	Gear - All				
Basic Equipment List	HH	1	Bolas														
Masterwork Thieves' Tools		1	Dagger			1	2	Potion of Barkskin +2	PB	1							
Traveler's Outfit		1	Elven Curve Blade			1	7	Potion of CMW	PB	2							
Potion Belt M/W		1	Shortbow			1	2										
			Quiver of Arrows (20)			1	1										
			Arrow			20	2	Handy Haversack		1	5						
49.0 lb.	Light	5														11,474 gp	
Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE				Total Value									
58.3	116.7	175.0	350.0	875.0													
Selection List:		All Feats and Traits															

FEATS		8	=	2	+	5	+	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 +2 bonus to all melee damage but take a -1 penalty to all melee attacks																	
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC																	
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																	

INFO

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 Chain

- 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) 4th

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: +2d6 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) 1st

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

Concentration check: 1d20+4

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

Blessings (Su): 3/day < OOO >

Call upon the power from one of your blessings. The saving throw to resist a Blessing is DC13.

- Selected blessings: the Good Blessing and the Protection Blessing
- Holy Strike (minor): As a std action, touch one melee weapon to bless it with the power of purity and goodness. For 1 min, this weapon glows green, white, or yellow-gold and deals an extra 1d6 damage vs evil creatures. This bonus damage does not stack with the holy weapon special ability
- Increased Defense (minor): As a std action, gain a +1 resistance bonus on saves or a +1 enh. bonus to your armor's AC for 1 min. Multiple uses of this blessing (to gain a bonus on saves and AC) have no effect

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

+2 to Perception to locate Traps [Trapfinding]

+2 to Disable Device vs Traps [Trapfinding]

+1 to Reflex to avoid traps [Trap Sense]

+1 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

Conditional Skill

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

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, 1d8+2 (38 hp)

Initiative: +5

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

Space/Reach: 5 ft./5 ft.

AC: 21 (+6 Armor, +5 Dex), Touch 15, Flat-Footed 21

Saves: Fort +7, Ref +11, Will +6

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

Base Att/CMB/CMD: +3 / +5(+3*) / 20(+2*)

Single Attack:

Elven Curve Blade: +9 melee (1d10+3/18-20)

Dagger: +8 melee (1d4+2/19-20)

Shortbow: +8 ranged (1d6/20/x3)

Bolas: +8 thrown (1d4+2/20)

Full Attack:

Elven Curve Blade: +9 melee (1d10+3/18-20)

Dagger: +8 melee (1d4+2/19-20)

Shortbow: +8 ranged (1d6/20/x3)

Bolas: +8 thrown (1d4+2/20)

————| 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.

————| SKILLS |————

Acrobatics +10+4, Appraise +9, Bluff +7, Climb +5, Diplomacy +7, Disable Device +18+2, Disguise +6, Escape Art +8, Fly +4, Handle Animal +6, Heal +7, Intimidate +2, Linguistics +7, Perception +16+2, Ride +8, Sense Motive +12, Sleight of Hand +13+4, Spellcraft +6, Stealth +16, Survival +7, Swim +5, Use Magic Dev. +8, Cr:Gemcut +4, Cr:Locksm +4, Kn:Religion +6.

————| WARPRIEST (ACG) SPELLS |————

Spells per Day: (3/2; save DC 13+spell level):

Detect Magic, Light, Spark. Cure Light Wounds, Comprehend Languages.

————| EQUIPMENT |————

ARMOR WORN: Elven Chain.

Basic Equipment List, Masterwork Thieves' Tools, Traveler's Outfit, Potion Belt M/W, Bolas, Dagger, Elven Curve Blade, Shortbow, Quiver of Arrows (20),

20xArrow Potion of Barkskin +2, 2xPotion of CMW, Handy Haversack

————| MAGICAL ITEMS WORN |————

Cloak of Elvenkind

————| TOTAL CHARACTER VALUE |————

11,474 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 Chain

- 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) 4th |————

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: +2d6 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) 1st |————

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+4

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): 3/day < OOO >
Call upon the power from one of your blessings. The saving throw to resist a Blessing is DC13.

- Selected blessings: the Good Blessing and the Protection Blessing
- Holy Strike (minor): As a std action, touch one melee weapon to bless it with the power of purity and goodness. For 1 min, this weapon glows green, white, or yellow-gold and deals an extra 1d6 damage vs evil creatures. This bonus damage does not stack with the holy weapon special ability
- Increased Defense (minor): As a std action, gain a +1 resistance bonus on saves or a +1 enh. bonus to your armor's AC for 1 min. Multiple uses of this blessing (to gain a bonus on saves and AC) have no effect

————| Conditional Bonus - Feats |————

+3 to CMB when using finesse weapons [Weapon Finesse]

SPELL PLANNER #1 for
Warpriest (ACG)

Divine caster

Effective	1	1	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	3	2								
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

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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	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	Light	Ev	VDF	1 action	Touch	1 obj touched	10 min (D)	None	No	Object shines like a torch	CRB304
○○○	0	Spark	Ev	V or S	1 action	25 ft.	1 Fine obj	Instant	Fort neg (obj) [DC13]	Yes	Unattended flammable object catches light	APG246
○○	1	Cure Light Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+1 damage	CRB263
○○	1	Comprehend Languages	D	VSDF	1 action	Personal	You	10 min	None	Yes	Understands all spoken and written languages touched	CRB258

