

Arald Anbehr

Character Name	
Cavalier (P)	2
Primary	Level
Cleric (P)	3
Secondary	Level
Third Class	Level

LEVEL 5

Human (P)

16

Total	Humanoid (Human)		Age
d10	HD 1	XP 0	Male
Type	Racial Total Adj.	Type	Level vs XP Mismatch
d8	Medium	5	Gender
Type	Size	ECL Adj.	Height
	5 ft./5 ft.	Neutral Good	Weight
		Heironeous	White
			Deity
SPD	Speeds	20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'	Swim
	Land Speed	Base	Gear
			Effects
			Burrow
			Climb
			Fly



Cavalier (P)
Favored Class

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

HP	47
Hit Points	

AC	25
Armor Class	

Touch	12
Armor Class	

Flat-Foot	24
Armor Class	

INIT	+4
Modifier	

SPELL	
Resistance	

POWER	
Points	

CMB	+8
Bonus	

Flat-Foot	24
Armor Class	

INIT	+4
Modifier	

SPELL	
Resistance	

POWER	
Points	

FORTITUDE	+7
(Constitution)	
REFLEX	+3
(Dexterity)	
WILL	+4
(Wisdom)	

BASE	+4
Attack	

MELEE	+8
Attack Bonus	

RANGED	+6
Attack Bonus	

MELEE	+8
Attack Bonus	

RANGED	+6
Attack Bonus	

BASE	+4
Attack	

MELEE	+8
Attack Bonus	

FULL ATTACK	
One-Handed	

FULL ATTACK	
One-Handed	

AMMO	

AMMO	

FULL ATTACK	
One-Handed	

FULL ATTACK	
One-Handed	

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One-Handed	

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One-Handed	

FULL ATTACK	
One-Handed	

FULL ATTACK	
One-Handed	

AMMO	

AMMO	

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ENERGY

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

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Vision & Senses

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

ARMOR	Full Plate Armor	Adj:	+1	Check Adj.:	+3
Heavy	Max Dex: 1	Bonus: +9	Armor Check: -3	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:	+1	Check Adj.:	+2
Max Dex:	Bonus: +2	Armor Check:		Spell Fail: 15%	15 lb.
Desc: Shield hand can only use shield					
Notes: Magical - Enhancement +1					

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		

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Basic Equipment List	HH	1			1	4		Potion of CLW	PB 3
Potion Belt M/W		1	1		1	2		Potion of CMW	PB 2
					1	1		Dagger	
					1	4		Light Crossbow	
					20	2		Crossbow Bolt	
					1	10		Lance	
								Handy Haversack	1 5
94.0 lb.		Light	1						7,081 gp
Total Weight		Load Class	Max Dex	Chk Pen.	ENCUMBRANCE		Total Value		
Selection List:		All Feats and Traits			100.0	200.0	300.0	600.0	1,500.0
		6	=	4	+	1	+	1	

FEATS	6	=	4	+	1	+	1
Rich Parents Trait	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 / md)						
Mounted Archery	Half penalty for ranged attacks while mounted						
Extra Channel	Gain 2 uses of Channel Energy per day						
Quick Channel	Channel energy as a move action by spending 2 daily uses of that ability						
Ride-By Attack	Move before and after a mounted charge						

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

GEMS			
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SPELLS	Arcane Spell Failure: 50% Adj.:		
Casting Class:	Cleric		
Caster Level:	3		
Caster level adj:			
Spell / day adj:			
Spell known adj:			
Spell Level	Spells / day	Save DC	Spells Known
0	4	11	
1	3+1	12	
2	1+1	13	
3			
4			
5			
6			
7			
8			
9			

LOCATIONS	HH	83.1	lb.
	PB	0.5	lb.
Tag	Weight		

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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) 3rd
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+4
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 >
 • 2d6 healing to living creatures -OR-
 • 2d6 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 +3 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
 +3 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

Arald Anbeht

NOTES

Human (P), Cavalier (P) 2nd, Cleric (P) 3rd

Medium Humanoid (Human)

Alignment: Neutral Good [Heironeous]

Hit Dice: 2d10+2, 3d8+3 (47 hp)

Initiative: +4

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

Space/Reach: 5 ft./5 ft.

AC: 25 (+10 Armor, +3 Shield, +1 Dex, +1 Deflection), Touch 12, Flat-Footed 24

Saves: Fort +7, Ref +3, Will +4

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

Base Att/CMB/CMD: +4 / +8 / 21

Single Attack:

Longsword: +8 melee (1d8+4/19-20)

Dagger: +8 melee (1d4+4/19-20)

Lance: +8 melee (1d8+4/20/x3)

Light Crossbow: +6 ranged (1d8/19-20)

Full Attack:

Longsword: +8 melee (1d8+4/19-20)

Dagger: +8 melee (1d4+4/19-20)

Lance: +8 melee (1d8+4/20/x3)

Light Crossbow: +6 ranged (1d8/19-20)

FEATS

Rich Parents Trait, Reactionary Trait, Cavalry Formation, Mounted Combat, Mounted Archery, Extra Channel, Quick Channel, Ride-By Attack.

SKILLS

Acrobatics -1-4, Appraise +2, Bluff +2, Climb +1, Diplomacy +10, Disguise +2, Escape Art -1, Fly -1, Handle Animal +7, Heal +7, Intimidate +7, Perception +2, Ride +5+3, Sense Motive +7, Spellcraft +6, Stealth -1, Survival +1, Swim +1, Use Magic Dev. +3, Cr:Blacksm +4, Kn:History +6, Pro:Soldier +5, Kn:Religion +10.

CLERIC (P) SPELLS

Spells per Day: (4/3+1/1+1; save DC 11+spell level):

Create Water, Detect Magic, Spark. Abundant Ammunition,

Cure Light Wounds, Sanctuary, Shield of Faith. Sound Burst. Zone of Truth.

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.

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) 3rd

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+4

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 >
- 2d6 healing to living creatures -OR-
- 2d6 damage to Undead; Will DC17 for 1/2 damage

Glory Domain (P)

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

As a std action, touch a crt giving it a +3 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

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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

+3 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

SPELL PLANNER #1 for
Cleric (P)

Divine caster

Effective	3	3	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4	3+1	1+1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	11	12	13							

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:

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 6 gal of water	Instant	None	No	Creates up to 6 gallons of pure water	CRB262
○○○○	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	3 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	3 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+3 damage	CRB263
○○○○	1	Sanctuary	A	VSDf	1 action	Touch	1 crt Touched	3 rd	Will neg [DC12]	No	On failed save, opponents cannot attack you	CRB336
○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	3 min	Will neg [DC12]	Yes	Aura grants +2 deflection bonus	CRB342
○○	2	Sound Burst	Ev	VSDf	1 action	30 ft.	Crt in 10 ft. rad. spread	Instant	Fort part [DC13]	Yes	Deals 1d8 sonic damage to subjects; may stun them	CRB346
○○	2	Zone of Truth	En	VSDf	1 action	30 ft.	20 ft. rad. emanation	3 min	Will neg [DC13]	Yes	Subjects within range cannot lie	CRB371

