

Arald Anbehr

Character Name	
Cavalier (P)	1
Primary	Level
Cleric (P)	1
Secondary	Level
Third Class	Level

LEVEL 2

Human (P)

16

Total		Humanoid (Human)		Age	
d10	HD 1	XP 0	Male	Blue	
Type	Racial Total Adj.	Type	Level vs XP Mismatch	Gender	Eyes
d8	Medium	2	6" 3"	175 lb.	Blonde
Type	Size	ECL Adj.	Height	Weight	Hair
	5 ft./5 ft.	Neutral Good	Heironeous	White	White
Type	Space / Reach	Alignment	Deity	Skin	
SPD	20'	= 30'	+ -10'	+ 0'	/ 0'
Speeds	Land Speed	Base	Gear	Effects	Burrow
					Climb
					Fly
					Swim



Cavalier (P)

Favored Class

STR	17	+3
Strength		
DEX	15	+2
Dexterity		
CON	12	+1
Constitution		
INT	14	+2
Intelligence		
WIS	13	+1
Wisdom		
CHA	15	+2
Charisma		

HP	20
Hit Points	

②	•	①	①	①	①	①	①	①	①	①	①
②	•	①	①	①	①	①	①	①	①	①	①

AC	20
Armor Class	

Adj.	The Only Sheet+ v6.1.24 Licensed to Alex Metzger									
Base	Armor	Shield	Dexterity	Size	Dodge	Deflection	Other	Adj.		
10	8	2								

HERO	
Points	

Touch	10
Armor Class	

Flat-Foot	20
Armor Class	

INIT	+4
Modifier	

2	+	2	+	
Dex	Effects	Adj.		

SPELL			
Resistance			

POWER	
Points	

CMB	+4
Bonus	

1	+	3	+		+		/	
Base	STR	Size	Effects	Cond.				

CMD	16
Defense	

11	+	3	+	2	+		+		/	
Base	STR	DEX	Size	Effects	Cond.					

FORTITUDE	+5
(Constitution)	
REFLEX	+2
(Dexterity)	
WILL	+3
(Wisdom)	

4	+	1	+		+		/		
Base	Ability	Epic	Effects	Adj.	Cond.				

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

Damage Reduction										
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BASE	+1
Attack	

1	+	3	+		+		/		
Base	2nd	3rd	4th	Adj.	Base				

Leader	
Leadership	

MELEE	+4
Attack Bonus	

1	+	2	+		+		/	
Base	Ability	Size	Epic	Adj.				

Vision & Senses										
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RANGED	+3
Attack Bonus	

1	+	2	+		+		/	
Base	Ability	Size	Epic	Adj.				

FULL ATTACK	Longsword	+4	19-20	-	Slashing
One-Handed		1d8+3	x2		
Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins					
Notes:					
Ammo					

FULL ATTACK	Dagger	+4	19-20	10'	Piercing or Slashing
One-Handed		1d4+3	x2		
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you					
Notes:					
Ammo					

FULL ATTACK	Lance	+4	20	-	Piercing
One-Handed		1d8+3	x3		
Desc: Reach weapon that deals double damage if used from the back of a charging mount					
Notes:					
Ammo					

FULL ATTACK	Light Crossbow	+3	19-20	80'	Piercing
Ranged		1d8	x2		
Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO					
Notes:					
Ammo					

FULL ATTACK	None				
One-Handed					
Notes:					
Ammo					

FULL ATTACK	None				
One-Handed					
Notes:					
Ammo					

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

TRACKERS				
Initial	Spent	Reset	Avail.	

LANGUAGES		Avail.	Adj.
Common		3	
Elven, Draconic			

Spell Difficulty	Class Adj.		
Cleric	SPELL DC Adj.	=	Effects + Adj.
SPELL DC Adj.		=	Effects + Adj.
SPELL DC Adj.		=	Effects + Adj.

Spell per day Adjustments & Effects

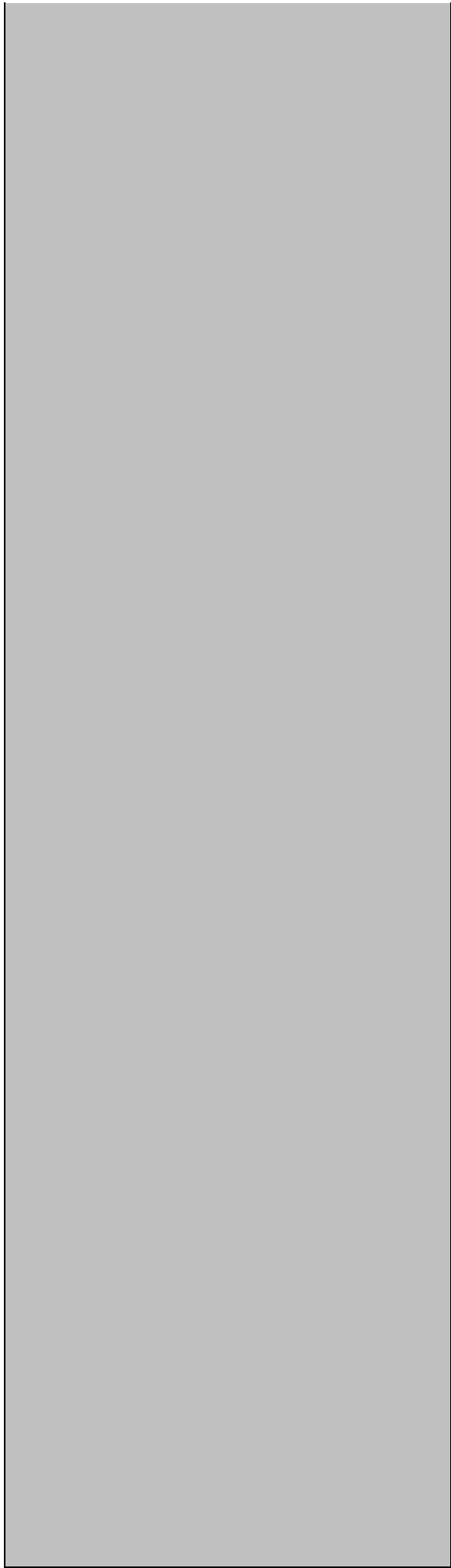
	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1			Class #2			Class #3		
	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 :			



Arald Anbeht

NOTES

Human (P), Cavalier (P) 1st, Cleric (P) 1st

Medium Humanoid (Human)

Alignment: Neutral Good [Heironeous]

Hit Dice: 1d10+1, 1d8+1 (20 hp)

Initiative: +4

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

Space/Reach: 5 ft./5 ft.

AC: 20 (+8 Armor, +2 Shield), Touch 10, Flat-Footed 20

Saves: Fort +5, Ref +2, Will +3

Abilities: Str 17, Dex 15, Con 12, Int 14, Wis 13, Cha 15

Base Att/CMB/CMD: +1 / +4 / 16

Single Attack:

Longsword: +4 melee (1d8+3/19-20)

Dagger: +4 melee (1d4+3/19-20)

Lance: +4 melee (1d8+3/20/x3)

Light Crossbow: +3 ranged (1d8/19-20)

Full Attack:

Longsword: +4 melee (1d8+3/19-20)

Dagger: +4 melee (1d4+3/19-20)

Lance: +4 melee (1d8+3/20/x3)

Light Crossbow: +3 ranged (1d8/19-20)

FEATS

Rich Parents Trait, Reactionary Trait, Cavalry Formation, Mounted Combat, Mounted Archery.

SKILLS

Acrobatics -7-4, Appraise +2, Bluff +2, Climb -6, Diplomacy +7, Disguise +2, Escape Art -7, Fly -7, Handle Animal +6, Heal +5, Intimidate +6, Perception +1, Ride -3+9, Sense Motive +5, Spellcraft +6, Stealth -7, Survival +1, Swim -6, Cr:Blacksm +4, Kn:History +6, Pro:Soldier +5, Kn:Religion +6.

CLERIC (P) SPELLS

Spells per Day: (3/2+1; save DC 11+spell level):

Create Water, Detect Magic, Spark. Abundant Ammunition, Cure Light Wounds, Shield of Faith.

EQUIPMENT

ARMOR WORN: Half 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

TOTAL CHARACTER VALUE

1,581 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) 1st

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

- +1 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

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 3 rounds and ignore the prerequisites

Class Features: Cleric (P) 1st

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+2

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

- 5/day < OOOOO >

- 1d6 healing to living creatures -OR-

- 1d6 damage to Undead; Will DC16 for ½ damage

Glory Domain (P)

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

As a std action, touch a crt giving it a +1 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

+9 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

CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Half Plate Armor

ANIMAL COMPANION

Horse (P-AC)
 Race

Size: **Large** Space/Reach: **10 ft./5 ft.**
 Animal Type: **Animal**

Abilities	Score	Modif.
STR Strength	16	+3
DEX Dexterity	13	+1
CON Constitution	15	+2
INT Intelligence	2	-4
WIS Wisdom	12	+1
CHA Charisma	6	-2

MELEE Attack Bonus: **+3** = Base: **1** + Ability: **3** + Size: **-1** + Adj.:

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+3 1d4+3	20 x2

SECONDARY	Atk	Dmg	Total Attack / Damage	Critical
Hooves			-2/-2 1d6+1	20 x2

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

NOTES

Notes area for the animal companion.

GEAR		qty	lb.	Gear - All		qty	lb.	Weight	Load Class
Animal Harness	1	2							
Bit and Bridle	1	1							
Feed	10	100							
Saddle (military)	1	30							
Saddlebags	2	16							
								347	
								496.10 lb.	Heavy
Rider									

Animal Name: **Hastur**
 SPD Speed: **35'** Land: Fly: Burrow: Climb: Swim:

Initiative Modifier: **+1**

HP Hit Points: **16** +3

AC Armor Class: **19** = 10 + 9 + 0 + 1 + -1 + +

TOUCH Armor Class: **10**

Flat-Footed Armor Class: **18**

CMB Combat Maneuver: **+5**

CMD Combat Man. Def: **16**

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MASTER Level: **1** = Base: **1** Animal: Adj.:

FORTITUDE (Constitution): **+5** = Base: **3** Animal: **2** Adj.:

REFLEX (Dexterity): **+4** = Base: **3** Ability: **1** Adj.:

WILL (Wisdom): **+1** = Base: Ability: **1** Adj.:

ATTACKS (Special)

QUALITIES (Special): Low-light vision, Scent

Features
 Natural Armor Adj.: +0
 Str / Dex Adj.: +0
 Bonus Tricks: +1
 Link, Share Spells

Tricks (7 tricks)
 Defend

Feats (Select 1)
 Agile Maneuvers

HD Hit Dice: **2** Bonus

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p	5	DEX	1	1	3		1	
Appraise-p	-4	INT	-4					
Bluff-p	-2	CHA	-2					
Climb-p	3	STR	3					
Diplomacy-p	-2	CHA	-2					
Disable Device-p	-	DEX	1					
Disguise-p	-2	CHA	-2					
Escape Artist-p	1	DEX	1					
Fly-p	1	DEX	1					
Handle Animal-p	-	CHA	-2					
Heal-p	1	WIS	1					
Intimidate-p	-2	CHA	-2					
Linguistics-p	-	INT	-4					
Perception-p	1	WIS	1					
Ride-p	1	DEX	1					
Sense Motive-p	1	WIS	1					
Sleight of Hand-p	-	DEX	1					
Spellcraft-p	-	INT	-4					
Stealth-p	-3	DEX	1		-4			
Survival-p	1	WIS	1					
Swim-p	7	STR	3	1	3		1	
Use Magic Device-p	-	CHA	-2					
Craft: Blacksmithing-p	-4	INT	-4					
Knowledge: History-p	-	INT	-4					
Profession: Soldier-p	-	WIS	1					
Knowledge: Religion-p	-	INT	-4					
SP:							2	
Adj.:								
Spent:							2	
Balance:							0	

Encumbrance Limits
 230.0 460.0 690.0 1,380.0 3,450.0
 Light Medium Heavy Lift Off Grnd Push / Drag

BARDING Chainmail Armor Class: **+5**
 Category: Medium Value: gp Weight: lb.
 Armor Check Penalty: Maximum Dexterity:

SPELL PLANNER #1 for
Cleric (P)
 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+1								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	11	12								

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

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	25 ft.	Up to 2 gal of water	Instant	None	No	Creates up to 2 gallons of pure water	CRB262
○○○	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	Spark	Ev	V or S	1 action	25 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	1 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+1 damage	CRB263
○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	1 min	Will neg [DC12]	Yes	Aura grants +2 deflection bonus	CRB342

Checks	Lvl	Cleric (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
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