

Arald Anbehr

LEVEL 7

Human (P)

16

Character Name	
Cavalier (P)	4
Primary	Level
Cleric (P)	3
Secondary	Level
Third Class	Level

Total	Humanoid (Human)							Age
d10	HD 1			XP 0	Male	Blue		
Type	Racial	Total	Adj.	Type	Level vs XP Mismatch	Gender	Eyes	
d8	Medium			7	6" 3"	175 lb.	Blonde	
Type	Size	ECL	Adj.	Height	Weight		Hair	
	5 ft./5 ft.						White	
Type	Space / Reach	Alignment			Deity		Skin	
		Neutral Good			Heironeous			
SPD	20'	=	30'	+	-10'	+	0'	
Speeds								
	Land Speed		Base		Gear		Effects	
					Burrow		Climb	
							Fly	
							Swim	



Cavalier (P)

Favored Class

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

<b>HP</b> Hit Points	66
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<b>AC</b> Armor Class	26
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<b>Touch</b> Armor Class	12
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<b>Flat-Foot</b> Armor Class	25
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<b>INIT</b> Modifier	+4
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<b>CMB</b> Bonus	+10
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<b>CMD</b> Defense	23
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<b>SPELL</b> Resistance	
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<b>POWER</b> Points	
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<b>FORTITUDE</b> (Constitution)	+8
<b>REFLEX</b> (Dexterity)	+4
<b>WILL</b> (Wisdom)	+5

<b>BASE</b> Attack	+6
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<b>MELEE</b> Attack Bonus	+10
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<b>RANGED</b> Attack Bonus	+8
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<b>BASE</b> Attack	+6
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<b>MELEE</b> Attack Bonus	+10
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<b>RANGED</b> Attack Bonus	+8
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<b>BASE</b> Attack	+6
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<b>FULL ATTACK</b> One-Handed	Magical Longsword	+11/+6	1d8+4+1d6 Cold
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<b>FULL ATTACK</b> One-Handed	Dagger	+10/+5	1d4+4
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<b>FULL ATTACK</b> One-Handed	Shieldsplitter Lance	+11/+6	1d8+5
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<b>FULL ATTACK</b> Ranged	Light Crossbow	+8	1d8
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>BASE</b> Attack	+6
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<b>MELEE</b> Attack Bonus	+10
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<b>RANGED</b> Attack Bonus	+8
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<b>BASE</b> Attack	+6
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<b>FULL ATTACK</b> One-Handed	Magical Longsword	+11/+6	1d8+4+1d6 Cold
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<b>FULL ATTACK</b> Ranged	Light Crossbow	+8	1d8
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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<b>FULL ATTACK</b> One-Handed	None		
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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		12	CHA	2	10			
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		10+2	CHA	2	8		2	
Heal-p		7	WIS	1	6			
Intimidate-p		10	CHA	2	8			
Linguistics-p		-	INT	2				
Perception-p		2	WIS	1	1			
Ride-p *		9+3	DEX	2	10	-3	3	
Sense Motive-p		9	WIS	1	8			
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			

<b>ARMOR</b>	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					

<b>SHIELD</b>	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					

<b>MAGICAL ITEMS WORN</b>			List:	Wondrous Items
Head:			Waist:	
Eyes:			Shoulders:	
Neck:			Arm/Wrist:	
Chest:			Headband:	
Hands:			Body:	
Feet:				
Right Finger:				
Left Finger:	Ring of Protection +1			

<b>GEAR</b>						Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All										
Basic Equipment List	HH	1		Magical Longsword		1	4	Potion of CLW	PB	3													
Potion Belt M/W		1	1	Short Sword		1	2	Potion of CMW	PB	2													
				Dagger		1	1																
				Light Crossbow		1	4	Handy Haversack		1	5												
				Crossbow Bolt		20	2	Javelin of Lightning		2	4												
				Lance		1	10	Shieldsplitter Lance		1	10												
												108.0 lb.	Medium	1	-3		38,691 gp						
Total Weight													Load Class		Max Dex		Chk Pen.		<b>ENCUMBRANCE</b>		Total Value		
Selection List:																			100.0	200.0	300.0	600.0	1,500.0

<b>FEATS</b>							7	=	5	+	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													
Shield Focus	+1 bonus to AC while holding your Heavy Steel Shield													✓
Ride-By Attack	Move before and after a mounted charge													

<b>COINS</b>	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp

<b>GEMS</b>	

<b>LOCATIONS</b>	
HH	83.1 lb.
PB	0.5 lb.
Tag	Weight

<b>SPELLS</b>		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	Spells / day	Save DC	Spells Known	Spells / day
0	4	11					
1	3+1	12					
2	1+1	13					
3							
4							
5							
6							
7							
8							
9							

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

**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) 4th**  
**Weapon & Armor Proficiency:** Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)  
**Challenge (Ex):** 2/day, as a swift action, challenge foe to combat  
• +4 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 +2 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 4 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 5 rounds and ignore the prerequisites  
**Cavalier's Charge (Ex):** Gain a +4 on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, you do not suffer any penalty to your AC after making a charge attack while mounted  
**Expert Trainer (Ex):** Reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. You can also train more than one mount at once, although each mount after the first adds +2 to the DC

**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

**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]  
+2 to Handle Animal that can serve as a mount [Expert Trainer]

**Conditional Bonus - Weapons**  
+1 to CMB when using your Magical Longsword  
+1 to CMB when using your Shieldsplitter Lance

**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 Medium Load  
Dexterity bonus to AC reduced because of your Full Plate Armor



# Arald Anbeht

Human (P), Cavalier (P) 4th, Cleric (P) 3rd

## Medium Humanoid (Human)

**Alignment:** Neutral Good [Heironeous]

**Hit Dice:** 4d10+4, 3d8+3 (66 hp)

**Initiative:** +4

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

**Space/Reach:** 5 ft./5 ft.

**AC:** 26 (+10 Armor, +3 Shield, +1 Dex, +1 Deflection, +1 Other), Touch 12, Flat-Footed 25

**Saves:** Fort +8, Ref +4, Will +5

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

**Base Att/CMB/CMD:** +6 / +10(+2\*) / 23

### Single Attack:

Magical Longsword: +11 melee (1d8+4+1d6 Cold/19-20)

Dagger: +10 melee (1d4+4/19-20)

Shieldsplitter Lance: +11 melee (1d8+5/19-20/x3)

Light Crossbow: +8 ranged (1d8/19-20)

### Full Attack:

Magical Longsword: +11/+6 melee (1d8+4+1d6 Cold/19-20)

Dagger: +10/+5 melee (1d4+4/19-20)

Shieldsplitter Lance: +11/+6 melee (1d8+5/19-20/x3)

Light Crossbow: +8 ranged (1d8/19-20)

### FEATS

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

### SKILLS

Acrobatics -1-4, Appraise +2, Bluff +2, Climb +1, Diplomacy +12, Disguise +2, Escape Art -1, Fly -1, Handle Animal +10+2, Heal +7, Intimidate +10, Perception +2, Ride +9+3, Sense Motive +9, 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, Magical Longsword, Short Sword, Dagger, Light Crossbow, 20xCrossbow Bolt Lance, 3xPotion of CLW, 2xPotion of CMW, Handy Haversack, 2xJavelin of Lightning, Shieldsplitter Lance

### MAGICAL ITEMS WORN

Ring of Protection +1

### TOTAL CHARACTER VALUE

38,691 gp.

## NOTES

### 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) 4th

Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)

Challenge (Ex): 2/day, as a swift action, challenge foe to combat

- +4 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 +2 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 4 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 5 rounds and ignore the prerequisites

Cavalier's Charge (Ex): Gain a +4 on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, you do not suffer any penalty to your AC after making a charge attack while mounted

Expert Trainer (Ex): Reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. You can also train more than one mount at once, although each mount after the first adds +2 to the DC

### 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]

+2 to Handle Animal that can serve as a mount [Expert Trainer]

### Conditional Bonus - Weapons

+1 to CMB when using your Magical Longsword

+1 to CMB when using your Shieldsplitter Lance

### Conditional Skill



**SPELL PLANNER #1 for**  
**Cleric (P)**

Divine caster

<b>Effective</b>	<b>3</b>	<b>3</b>	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4	3+1	1+1							
<b>SPELL LEVEL:</b>	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: **2**

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

