

Arald Anbehr

LEVEL 9

Human (P)

26

Character Name
Cavalier (P) 4
Primary Level
Cleric (P) 5
Secondary Level
Third Class Level

Total Humanoid (Human)
HD 1 XP 0 Male Blue
Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes
d8 Medium 9 6" 3" 175 lb. Blonde
Type Size ECL Adj. Height Weight Hair
5 ft./5 ft. Neutral Good Heironeous White
Type Space / Reach Alignment Deity Skin
SPD 20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'
Land Speed Base Gear Effects Burrow Climb Fly Swim



Cavalier (P) Favored Class

Ability Modifiers table: STR +5, DEX +2, CON +1, INT +2, WIS +2, CHA +2

HP Hit Points 81

AC Armor Class 28 = 10 + 11 + 3 + 2 + ...

Touch Armor Class 13

Flat-Foot Armor Class 26

INIT Modifier +4 = 2 + 2 + ...

SPELL Resistance

POWER Points

CMB Bonus +12 = 7 + 5 + ...

CMD Defense 25 = 17 + 5 + ...

Fortitude +9, Reflex +4, Will +7

ENERGY Resistances table with Acid, Cold, Elec, Fire, Sonic, Neg, Pos.

Damage Reduction table

BASE Attack +7 = +2 / ...

Leader Leadership

MELEE Attack Bonus +12 = 7 + 5 + ...

Vision & Senses table

RANGED Attack Bonus +9 = 7 + 2 + ...

SKILL ACP TOTAL table listing various skills like Acrobatics, Appraise, Bluff, etc.

FULL ATTACK One-Handed Magical Longsword +13/+8 1d8+5+1d6 Cold

FULL ATTACK One-Handed Dagger +12/+7 1d4+5

FULL ATTACK One-Handed Shieldsplitter Lance +13/+8 1d8+6

FULL ATTACK Ranged Light Crossbow +9 1d8

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

ARMOR	Mithral Full Plate of Speed	Adj:	+1	Check Adj.:	+3
Medium	Max Dex: 3	Bonus: +10	Armor Check:	Spell Fail: 25%	25 lb.
Desc: As a free action, activate it to be hasted (as the spell) for up to 10 rounds each day					
Notes: []					

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:	Gauntlets of Ogre Power	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	2	Potion of CMW	PB 2	
								Dagger	1 1	
								Light Crossbow	1 4	
								Crossbow Bolt	20 2	
								Lance	1 10	
								Handy Haversack	1 5	
								Javelin of Lightning	2 4	
								Shieldsplitter Lance	1 10	
87.0	lb.	Light	3						67,691 gp	
Total Weight		Load Class	Max Dex	Chk Pen.	ENCUMBRANCE				Total Value	
Selection List:		All Feats and Traits			Light	Medium	Heavy	Lift	Drag	Adj
					133.3	266.7	400.0	800.0	2,000.0	

FEATS		7	=	6	+	1	+
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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	√
Turn Undead	Use 1 Channel Energy; Undeads within 30' flee unless WILL DC14 (Std action)	
Ride-By Attack	Move before and after a mounted charge	

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

GEMS		

SPELLS	Arcane Spell Failure: 40% Adj.:								
Casting Class:	Cleric								
Caster Level:	5								
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	Save DC	Spells Known
0	4	12							
1	4+1	13							
2	3+1	14							
3	1+1	15							
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) 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 (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) 5th
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+7

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 >
 • 3d6 healing to living creatures -OR-
 • 3d6 damage to Undead; Will DC18 for 1/2 damage

Glory Domain (P)
Touch of Glory (Sp): 5/day < OOOOO >
 As a std action, touch a crt giving it a +5 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

Honor Subdomain (P)
Honor Bound (Su): 5/day < OOOOO >
 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
 +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
Gauntlets of Ogre Power: +2 enh. bonus to Strength
Ring of Protection +1: +1 deflection bonus to armor class

CHARACTER STATUS
 You have selected more feats than allowed!!

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	
	Cleric 5th					
	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	
	Cleric 5th					
	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

Human (P), Cavalier (P) 4th, Cleric (P) 5th

Medium Humanoid (Human)

Alignment: Neutral Good [Heironeous]

Hit Dice: 4d10+4, 5d8+5 (81 hp)

Initiative: +4

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

Space/Reach: 5 ft./5 ft.

AC: 28 (+11 Armor, +3 Shield, +2 Dex, +1 Deflection, +1 Other), Touch 13, Flat-Footed 26

Saves: Fort +9, Ref +4, Will +7

Abilities: Str 20, Dex 15, Con 12, Int 14, Wis 14, Cha 15

Base Att/CMB/CMD: +7 / +12(+2*) / 25

Single Attack:

Magical Longsword: +13 melee (1d8+5+1d6 Cold/19-20)

Dagger: +12 melee (1d4+5/19-20)

Shieldsplitter Lance: +13 melee (1d8+6/19-20/x3)

Light Crossbow: +9 ranged (1d8/19-20)

Full Attack:

Magical Longsword: +13/+8 melee (1d8+5+1d6 Cold/19-20)

Dagger: +12/+7 melee (1d4+5/19-20)

Shieldsplitter Lance: +13/+8 melee (1d8+6/19-20/x3)

Light Crossbow: +9 ranged (1d8/19-20)

FEATS

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

SKILLS

Acrobatics +2-4, Appraise +2, Bluff +2, Climb +5, Diplomacy +14, Disguise +2, Escape Art +2, Fly +2, Handle Animal +10+2, Heal +10, Intimidate +10, Perception +3, Ride +12, Sense Motive +14, Spellcraft +8, Stealth +2, Survival +2, Swim +5, Use Magic Dev. +3, Cr:Blacksm +4, Kn:History +6, Pro:Soldier +6, Kn:Religion +10.

CLERIC (P) SPELLS

Spells per Day: (4/4+1/3+1/1+1; save DC 12+spell level):

Create Water, Detect Magic, Spark, Light. Abundant Ammunition, Cure Light Wounds, Sanctuary, Bless. Shield of Faith. Sound Burst, Resist Energy (fire),

Protection from Evil (Communal). Zone of Truth. Dispel Magic. Searing Light.

EQUIPMENT

ARMOR WORN: Mithral Full Plate of Speed.

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

Gauntlets of Ogre Power

Ring of Protection +1

TOTAL CHARACTER VALUE

67,691 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) 5th

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+7

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 >

- 3d6 healing to living creatures -OR-

- 3d6 damage to Undead; Will DC18 for ½ damage

Glory Domain (P)

Touch of Glory (Sp): 5/day < OOOOO >

As a std action, touch a crt giving it a +5 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

Honor Subdomain (P)

Honor Bound (Su): 5/day < OOOOO >

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

+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]

ANIMAL COMPANION

Hastur
Animal Name

Horse (P-AC)
Race

Large
Size

10 ft./5 ft.
Space/Reach

Animal
Type

Sub-Type

Abilities	Score	Modif.	Adj.
STR Strength	20	+5	+1
DEX Dexterity	14	+2	
CON Constitution	17	+3	
INT Intelligence	2	-4	
WIS Wisdom	12	+1	
CHA Charisma	6	-2	

HP
Hit Points 37 +7
Adj.

SPD
Speed 35'

Land	Fly	Burrow	Climb	Swim
5	5	0	1	1
5	5	0	1	1

Initiative
Modifier +2

AC
Armor Class 26 = 10 + 12 + 2 + 2 + -1 + 1 +

Base: 10, Barding/Nat.: 12, Bonus: 2, Dex: 2, Size: -1, Dodge: 1, Adj.:

TOUCH
Armor Class 12

MASTER
Level 4 = 4

Base: 4, Animal: , Adj.:

SPELL
Resistance

Flat-Footed
Armor Class 23

FORTITUDE
(Constitution) +7 = 4 + 3 +

REFLEX
(Dexterity) +6 = 4 + 2 +

CMB
Combat Maneuver +9

WILL
(Wisdom) +2 = 1 + 1 +

CMD
Combat Man. Def. 21

ATTACKS
(Special)

QUALITIES
(Special) Low-light vision, Scent, War Trained

MELEE
Attack Bonus +7 = 3 + 5 + -1 +

Base: 3, Ability: 5, Size: -1, Adj.:

PRIMARY

	Atk	Dmg	Total Attack / Damage	Critical
Bite			+7 1d4+5	20 x2

PRIMARY

	Atk	Dmg	Total Attack / Damage	Critical
Hooves			+7/+7 1d6+5	20 x2

ATTACK

	Atk	Dmg	Total Attack / Damage	Critical

ATTACK

	Atk	Dmg	Total Attack / Damage	Critical

NOTES

Features

Ability Score Inc.: +1	Link, Share Spells
Natural Armor Adj.: +2	Evasion
Str / Dex Adj.: +1	
Bonus Tricks: +2	

Tricks (8 tricks)

Defend	
Attack	
Come	
Guard	
Heel	
Track	
Work	
Down	

Feats (Select 2)

Agile Maneuvers	✓
Dodge	✓

GEAR		qty	lb.	List:	qty	lb.	qty	lb.
				Gear - All				
Animal Harness	1	2						
Bit and Bridle	1	1						
Feed	10	100						
Saddle (military)	1	30						
Saddlebags	2	16						
		262						
Rider					411.00 lb.	Medium		

HD
Hit Dice 4
Bonus

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p	7	DEX	2	2	3		2	
Appraise-p	-4	INT	-4					
Bluff-p	-2	CHA	-2					
Climb-p	9	STR	5	1	3		1	
Diplomacy-p	-2	CHA	-2					
Disable Device-p	-	DEX	2					
Disguise-p	-2	CHA	-2					
Escape Artist-p	2	DEX	2					
Fly-p	2	DEX	2					
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	2	DEX	2					
Sense Motive-p	1	WIS	1					
Sleight of Hand-p	-	DEX	2					
Spellcraft-p	-	INT	-4					
Stealth-p	-2	DEX	2			-4		
Survival-p	1	WIS	1					
Swim-p	9	STR	5	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: 4
Adj.
Spent: 4
Balance: 0

Encumbrance Limits

400.0	800.0	1,200.0	2,400.0	6,000.0
Light	Medium	Heavy	Lift Off Gmd	Push / Drag

BARDING

Platemail
Armor Class: +8
Category: Medium Value: gp Weight: lb.
Armor Check Penalty: Maximum Dexterity:

SPELL PLANNER #1 for
Cleric (P)

Divine caster

Effective	5	5	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	4	4+1	3+1	1+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15						

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: **3**

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	35 ft.	Up to 10 gal of water	Instant	None	No	Creates up to 10 gallons of pure water	CRB262
○○○○	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	Spark	Ev	V or S	1 action	35 ft.	1 Fine obj	Instant	Fort neg (obj) [DC12]	Yes	Unattended flammable object catches light	APG246
○○○○	0	Light	Ev	VDF	1 action	Touch	1 obj touched	50 min (D)	None	No	Object shines like a torch	CRB304
○○○○○	1	Abundant Ammunition	C	VSDF	1 action	ft.	1 container	5 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+5 damage	CRB263
○○○○○	1	Sanctuary	A	VSDF	1 action	Touch	1 crt Touched	5 rd	Will neg [DC13]	No	On failed save, opponents cannot attack you	CRB336
○○○○○	1	Bless	En	VSDF	1 action	ft.	You & all allies within 50 ft.	5 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50' burst	CRB249
○○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	5 min	Will neg [DC13]	Yes	Aura grants +2 deflection bonus	CRB342
○○○○	2	Sound Burst	Ev	VSDF	1 action	35 ft.	Crt in 10 ft. rad. spread	Instant	Fort part [DC14]	Yes	Deals 1d8 sonic damage to subjects; may stun them	CRB346
○○○○	2	Resist Energy (fire)	A	VSDF	1 action	Touch	1 crt Touched	50 min	Fort neg [DC14]	Yes	Resistance to Fire 10	CRB334
○○○○	2	Protection from Evil (Communal)	A	VSDF	1 action	Touch	1 crt Touched	5 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders. Split duration	UC240
○○○○	2	Zone of Truth	En	VSDF	1 action	35 ft.	20 ft. rad. emanation	5 min	Will neg [DC14]	Yes	Subjects within range cannot lie	CRB371
○○	3	Dispel Magic	A	VS	1 action	150 ft.	see text	Instant	None	No	Cancels magical spells & effects. Caster Level check 1d20+5	CRB272
○○	3	Searing Light	Ev	VS	1 action	150 ft.	Ray	Instant	None	Yes	Ray deals 2d8 dmg, 5d6 (or d8) vs undead, 2d6 vs constructs	CRB338

