



<b>ARMOR</b>	Mithral Full Plate of Speed	Adj.:	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:					

<b>SHIELD</b>	Lion Heavy Shield	Adj.:	Check Adj.:	+2	
Max Dex:	Bonus: +4	Armor Check:	Spell Fail: 15%	15 lb.	
Desc: 3x per day (free action), bite +10/+5, 2d6 damage					
Notes:					

<b>MAGICAL ITEMS WORN</b>		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	Cloak of Resistance +4
Neck:	Amulet of Health +4	Arm/Wrist:	
Chest:		Headband:	
Hands:	Gauntlets of Ogre Power	Body:	
Feet:			
Right Finger:			Fig. of Wondrous Power (Golden Lions)
Left Finger:	Ring of Protection +1		

<b>GEAR</b>		Loc.	QTY	Lb.	Loc.	QTY	Lb.	List:	Gear - All
Basic Equipment List	HH	1	1	Magical Longsword		1	4	Potion of CLW	PB 3
Potion Belt M/W				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
<b>89.0 lb.</b>	<b>Light</b>	<b>3</b>							<b>129,341 gp</b>

Total Weight	Load Class	Max Dex	Chk Pen.	<b>ENCUMBRANCE</b>	Total Value	
Selection List:	All Feats and Traits	133.3	266.7	400.0	800.0	2,000.0

FEATS	10	=	7	+	2	+	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 Lion Heavy Shield
Turn Undead								Use 1 Channel Energy; Undeads within 30' flee unless WILL DC16 (Std action)
Power Attack								Gain a +6 bonus to all melee damage but take a -3 penalty to all melee attacks
Wpn Focus: Lance								+1 bonus on attack rolls with: Lance
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>SPELLS</b>	Arcane Spell Failure: 40% Adj.:								
Casting Class:	Cleric								
Caster Level:	6								
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells / day	Spells Save DC	Spells Known	Spells / day	Spells Save DC	Spells Known	Spells / day	Spells Save DC	Spells Known
0	4	12							
1	4+1	13							
2	4+1	14							
3	2+1	15							
4									
5									
6									
7									
8									
9									

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

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**Racial Traits: Human (P)**  
Cavalier favored class: Add +1 to your Banner bonus  
Bonus Feat: One extra feat at Level #1  
Skilled: Gain 1 extra skill point at each level

**Class Features: Cavalier (P) 6th**  
**Weapon & Armor Proficiency:** Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)  
**Bonus Feat:** 1x bonus combat feat  
**Challenge (Ex):** 2/day, as a swift action, challenge foe to combat  
• +6 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 +3 to saves vs fear to all allies within 60' and a +1 competence bonus on attack rolls for 6 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  
• 2/day, as a std action, grant this feat to allies within 30'  
• Allies retain the use of this feat for 6 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  
**Banner (Ex):** Allies within 60' who can see your Banner gain:  
• +2 morale bonus on saves vs fear  
• +1 morale bonus on attack rolls made as part of a charge

**Class Features: Cleric (P) 6th**  
**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+8  
**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  
• 8/day < 0000000 >  
• 3d6 healing to living creatures -OR-  
• 3d6 damage to Undead; Will DC20 for ½ damage

**Glory Domain (P)**  
**Touch of Glory (Sp):** 5/day < 00000 >  
As a std action, touch a crt giving it a +6 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 < 00000 >  
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 Knowledge (nobility) if it involves your sovereign [Order of the Lion]  
+3 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**  
**Amulet of Health +4:** +4 enh. bonus to Constitution  
**Gauntlets of Ogre Power:** +2 enh. bonus to Strength  
**Ring of Protection +1:** +1 deflection bonus to armor class  
**Cloak of Resistance +4:** +4 resistance bonus on all saves  
**Fig. of Wondrous Power (Golden Lions):** Pair of Lions, 1/day up to 1 hour

CHARACTER STATUS

No errors detected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
Common	3	
Elven, Draconic		

Spell Difficulty Class Adj.

**Cleric**  
SPELL DC Adj. = Effects + Adj.

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Spell per day Adjustments & Effects

	Class #1 Cleric 6th			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 Cleric 6th			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

Human (P), Cavalier (P) 6th, Cleric (P) 6th

## Medium Humanoid (Human)

**Alignment:** Neutral Good [Heironeous]

**Hit Dice:** 6d10+18, 6d8+18 (120 hp)

**Initiative:** +4

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

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

**AC:** 28 (+10 Armor, +4 Shield, +2 Dex, +1 Deflection, +1 Other), Touch 13, Flat-Footed 26

**Saves:** Fort +17, Ref +10, Will +13

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

**Base Att/CMB/CMD:** +10 / +15(+2\*) / 28

### Single Attack:

Magical Longsword: +16 melee (1d8+6+1d6 Cold/17-20)

Dagger: +16 melee (1d4+6/19-20)

Shieldsplitter Lance: +17 melee (1d8+6/19-20/x3)

Light Crossbow: +13 ranged (1d8+1/19-20)

### Full Attack:

Magical Longsword: +16/+11 melee (1d8+6+1d6 Cold/17-20)

Dagger: +16/+11 melee (1d4+6/19-20)

Shieldsplitter Lance: +17/+12 melee (1d8+6/19-20/x3)

Light Crossbow: +13 ranged (1d8+1/19-20)

### FEATS

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

### SKILLS

Acrobatics +2-4, Appraise +2, Bluff +3, Climb +5, Diplomacy +18, Disguise +3, Escape Art +2, Fly +2, Handle Animal +16+3, Heal +10, Intimidate +12, Perception +3, Ride +16, Sense Motive +16, Spellcraft +9, Stealth +2, Survival +2, Swim +5, Use Magic Dev. +5, Cr:Blacksm +4, Kn:History +7, Pro:Soldier +6, Kn:Religion +10, Kn:Nobility +6+3.

### CLERIC (P) SPELLS

Spells per Day: (4/4+1/4+1/2+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), Spiritual Weapon. Zone of Truth. Dispel Magic, Magic Circle against Evil. Searing Light.

### EQUIPMENT

ARMOR WORN: Mithral Full Plate of Speed.

SHIELD: Lion Heavy 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

Amulet of Health +4

Gauntlets of Ogre Power

Ring of Protection +1

Cloak of Resistance +4

Fig. of Wondrous Power (Golden Lions)

### TOTAL CHARACTER VALUE

129,341 gp.

## NOTES

### Racial Traits: Human (P)

Cavalier favored class: Add +1 to your Banner bonus

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

### Class Features: Cavalier (P) 6th

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

Bonus Feat: 1x bonus combat feat

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

- +6 to damage vs Challenged foe, but -2 to AC vs any other foes

Animal Companion/Mount (Ex): Gain the service of a loyal and trustworthy 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 +3 to saves vs fear to all allies within 60' and a +1 competence bonus on attack rolls for 6 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
- 2/day, as a std action, grant this feat to allies within 30'
- Allies retain the use of this feat for 6 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

Banner (Ex): Allies within 60' who can see your Banner gain:

- +2 morale bonus on saves vs fear
- +1 morale bonus on attack rolls made as part of a charge

### Class Features: Cleric (P) 6th

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+8

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

- 8/day < OOOOOOOO >
- 3d6 healing to living creatures -OR-
- 3d6 damage to Undead; Will DC20 for 1/2 damage

### Glory Domain (P)

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

As a std action, touch a crt giving it a +6 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

+3 to Knowledge (nobility) if it involves your sovereign [Order of the Lion]  
+3 to Handle Animal that can serve as a mount [Expert Trainer]



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

<b>Effective</b>	<b>6</b>	<b>6</b>	
Caster Level	TOTAL	Class	Adj.

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

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

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	40 ft.	Up to 12 gal of water	Instant	None	No	Creates up to 12 gallons of pure water	CRB262
○○○○	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	6 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○○	0	Spark	Ev	V or S	1 action	40 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	60 min (D)	None	No	Object shines like a torch	CRB304
○○○○○	1	Abundant Ammunition	C	VSDF	1 action	ft.	1 container	6 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	6 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.	6 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	6 min	Will neg [DC13]	Yes	Aura grants +3 deflection bonus	CRB342
○○○○○	2	Sound Burst	Ev	VSDF	1 action	40 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	60 min	Fort neg [DC14]	Yes	Resistance to Fire 10	CRB334
○○○○○	2	Protection from Evil (Communal)	A	VSDF	1 action	Touch	1 crt Touched	6 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders. Split duration	UC240
○○○○○	2	Spiritual Weapon	Ev	VSDF	1 action	160 ft.	Magic wpn of force	6 rd (D)	None	Yes	Magical force weapon attacks at +12, does 1d8+2 dmg	CRB348
○○○○○	2	Zone of Truth	En	VSDF	1 action	40 ft.	20 ft. rad. emanation	6 min	Will neg [DC14]	Yes	Subjects within range cannot lie	CRB371
○○○	3	Dispel Magic	A	VS	1 action	160 ft.	see text	Instant	None	No	Cancels magical spells & effects. Caster Level check 1d20+6	CRB272
○○○	3	Magic Circle against Evil	A	VSDF	1 action	Touch	10 ft. rad. emanation from 1 touched crt	60 min	Will neg [DC15]	*	As protection spells, but 10-ft. radius	CRB308
○○○	3	Searing Light	Ev	VS	1 action	160 ft.	Ray	Instant	None	Yes	Ray deals 3d8 dmg, 6d6 (or d8) vs undead, 3d6 vs constructs	CRB338

