Character Name	Level	Total	Race	Age
Arald Anbehrt	LEVEL	16	Human (P)	39
			Humanoid (Human)	

Primary	Level	Type	Racial	Total	Adj.	Type	Level vs XP Mismatch	Gender	Eyes
Cavalier (P)	9	d10	HD	1			XP 0	Male	Blue

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
Cleric (P)	7	d8	Medium	16		6" 3"	175 lb.	Blonde

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Neutral Good	Heironeous	White

Cavalier (P)
Favored Class

SPD Speeds: 20' (Land Speed) = 30' (Base) + -10' (Gear) + 0' (Effects) / 0' (Burrow) / 0' (Climb) / 0' (Fly) / 0' (Swim)

	Ability	Modif
STR Strength	20	+5
DEX Dexterity	16	+3
CON Constitution	18	+4
INT Intelligence	14	+2
WIS Wisdom	14	+2
CHA Charisma	16	+3

HP Hit Points: 178 (Adj.)

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⑩⑩⑩·⑤⑤⑤⑤⑤⑤⑤·②②②②②②②·①①①①①①①①①①

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AC Armor Class: 34 = 10 (Base) + 10 (Armor) + 7 (Shield) + 3 (Dexterity) + (Size) + (Dodge) + 3 (Deflection) + 1 (Other) + (Adj.)

HERO Points (Available)

Touch Armor Class: 16

Flat-Foot Armor Class: 31

INIT Modifier: +5 = 3 (Dex) + 2 (Effects) + (Adj.)

SPELL Resistance (SR Adj, PR Adj)

POWER Points

CMB Bonus: +19 = 14 (Base) + 5 (STR) + (Size) + (Effects) / +6* (Cond.)

CMD Defense: 35 = 24 (Base) + 5 (STR) + 3 (DEX) + (Size) + 3 (Effects) / (Cond.)

		Base	Ability	Epic	Effects	Adj.	Cond.
FORTITUDE (Constitution)	+19	11	4		4		
REFLEX (Dexterity)	+12	5	3		4		
WILL (Wisdom)	+14	8	2		4		

ENERGY Resistances: Acid, Cold, Elec., Fire, Sonic / Neg., Pos.

Damage Reduction

BASE Attack	Base	2nd	3rd	4th	Adj.
	+14	+9	+4		

Leader Leadership: Base

		Base	Ability	Size	Epic	Adj.
MELEE Attack Bonus	+19	14	5			
RANGED Attack Bonus	+17	14	3			

Vision & Senses

SKILL	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p	3-4	DEX	3			-4	
Appraise-p	6	INT	2	4			
Bluff-p	3	CHA	3				
Climb-p	5	STR	5				
Diplomacy-p	22	CHA	3	19			
Disable Device-p	-	DEX	3		-2		
Disguise-p	3	CHA	3				
Escape Artist-p	3	DEX	3				
Fly-p	3	DEX	3				
Handle Animal-p	18+4	CHA	3	15		4	
Heal-p	10	WIS	2	8			
Intimidate-p	13	CHA	3	10			
Linguistics-p	-	INT	2				
Perception-p	3	WIS	2	1			
Ride-p	28	DEX	3	19	6		
Sense Motive-p	18	WIS	2	16			
Sleight of Hand-p	-	DEX	3			2	
Spellcraft-p	10	INT	2	8			
Stealth-p	3	DEX	3				
Survival-p	3	WIS	2	1			
Swim-p	5	STR	5				
Use Magic Device-p	5	CHA	3	2			
Craft: Blacksmithing-p	4	INT	2	4	-2		
Knowledge: History-p	7	INT	2	5			
Profession: Soldier-p	6	WIS	2	4			
Knowledge: Religion-p	10	INT	2	8			
Knowledge: Nobility-p	15+4	INT	2	13		4	

FULL ATTACK One-Handed — Magical Longsword
Total Attack / Damage: +22/+17/+12; 1d8+8+1d6 Cold
Critical: 17-20; x2 — Range: - — Damage Type: Slashing
Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins
Size Category: Medium
Notes:
Ammo

FULL ATTACK One-Handed — Dagger
Total Attack / Damage: +20/+15/+10; 1d4+6 — Adj.: +1; +1
Critical: 19-20; x2 — Range: 10' — Damage Type: Piercing or Slashing
Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Size Category: Medium
Notes: Magical +1 Enhancement
Ammo

FULL ATTACK One-Handed — Shield Breaker Lance
Total Attack / Damage: +23/+18/+13; 1d8+8+1d6 Acid
Critical: 20; x3 — Range: - — Damage Type: Piercing
Desc: Reach weapon that deals double damage if used from the back of a charging mount and can penetrate and destroy shields.
Size Category: Medium
Notes:
Ammo

FULL ATTACK Ranged — Light Crossbow
Ranged Attack / Damage: +18; 1d8+1 — Adj.: +1; +1
Critical: 19-20; x2 — Range: 80' — Damage Type: Piercing
Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
Size Category: Medium
Notes: Magical +1 Enhancement
Ammo: Crossbow Bolt 20 ①①①①①①①①①①①①①①①①①①①①①①

FULL ATTACK One-Handed — None
Total Attack / Damage
Critical — Range — Damage Type
Size Category
Notes:
Ammo

FULL ATTACK One-Handed — None
Total Attack / Damage
Critical — Range — Damage Type
Size Category
Notes:
Ammo

ARMOR

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:

SHIELD

Lion Heavy Shield	Adj.		Check Adj.:	+2
Max Dex:	Bonus: +7	Armor Check:	Spell Fail: 15%	15 lb.

Desc: 3x per day (free action), bite +14/+9/+4, 2d6 damage

Notes: 0

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:	7		
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	5+1	13							
2	4+1	14							
3	2+1	15							
4	1+1	16							
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:	Helm of Teleportation	Waist:	
Eyes:		Shoulders:	Cloak of Resistance +4
Neck:	Amulet of Health +6	Arm/Wrist:	
Chest:		Headband:	
Hands:	Gauntlets of Ogre Power	Body:	Cloak of Displacement, Major
Feet:			Gem of Brightness
Right Finger:	Ring of Freedom of Movement		Fig. of Wondrous Power (Golden Lions)
Left Finger:	Ring of Protection +3		Horn of Blasting

LOCATIONS

Tag	Weight
HH	83.1 lb.
PB	0.5 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.		Loc.	QTY	LB.
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	Shield Breaker Lance		1	10

Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
94.0 lb.	Light	3		429,946 gp

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
133.3	266.7	400.0	800.0	2,000.0	

FEATS

Selection List: All Feats and Traits

13 = 9 + 3 + 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 / rnd)	
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 +8 bonus to all melee damage but take a -4 penalty to all melee attacks	i
Wpn Focus: Lance	+1 bonus on attack rolls with: Lance	√
Vital Strike	Make one attack that deals 2 times the damage dice	i
Skill Focus: Ride-p	+6 bonus on checks with skill: Ride-p	√
Coordinated Charge	As an immediate action, charge a creature that your ally with this feat is charging	
Ride-By Attack	Move before and after a mounted charge	

INFO

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Racial Traits: Human (P)

Cavalier favored class: Add +2 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) 9th

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): 3/day, as a swift action, challenge foe to combat
- +9 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 +3 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 9 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)
- For the King (Ex): 1/combat for 1 round, as a swift action, grant +3competence bonus on all attack/damage to allies within 30'

Greater Tactician (Ex): Gain two bonus Teamwork feats
- Gain 'Cavalry Formation' as a bonus Teamwork feat
- Gain 'Coordinated Charge' as a bonus Teamwork feat
- 2/day, as a swift action, grant one of these feats to allies within 30'
- Allies retain the use of this feat for 7 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) 7th

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+9
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 >
- 4d6 healing to living creatures -OR-
- 4d6 damage to Undead; Will DC20 for ½ damage

Glory Domain (P)

Touch of Glory (Sp): 5/day < OOOOO >
As a std action, touch a crt giving it a +7 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

+4 to Knowledge (nobility) if it involves your sovereign [Order of the Lion]
+4 to Handle Animal that can serve as a mount [Expert Trainer]

Conditional Bonus - Weapons

+3 to CMB when using your Magical Longsword
+3 to CMB when using your Shield Breaker Lance

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Trackers

Wand of Cure Critical Wounds (50 / 50)

Languages (x3)

Common, Elven, Draconic

Description for the Magical Items Worn

Helm of Teleportation: Teleport 3/day

TRACKERS	Initial	Spent	Reset	Avail.
Wand of Cure Critical Wounds	50			50

LANGUAGES	Avail.	Adj.
	3	
Common		
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 Cleric 7th			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 7th			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 :								

Amulet of Health +6: +6 enh. bonus to Constitution
Gauntlets of Ogre Power: +2 enh. bonus to Strength
Ring of Freedom of Movement: Under the effect of a freedom of movement spell
Ring of Protection +3: +3 deflection bonus to armor class
Cloak of Resistance +4: +4 resistance bonus on all saves
Cloak of Displacement, Major: Grants a 50% miss chance on attacks against you, 15 rounds per day
Gem of Brightness: Upon utterance of a command word, though, the gem's facets suddenly grow highly polished as the crystal emits bright light of one of three sorts (50 charges when newly created):
- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges, and it continues to emit light until this command word is spoken a second time to extinguish the illumination
- Another command word causes the gem to send out a bright ray 1' in diameter and 50' long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC14 FORT save. This use of the gem expends 1 charge
- The third command word causes the gem to flare in a blinding flash of light that fills a 30' cone. Although this glare lasts but a moment, any creature within the cone must make a DC14 FORT save or be blinded for 1d4 rounds. This use expends 5 charges

Fig. of Wondrous Power (Golden Lions): Pair of Lions, 1/day up to 1 hour

CHARACTER STATUS

No errors detected

Arald Anbehrt

Human (P), Cavalier (P) 9th, Cleric (P) 7th

Medium Humanoid (Human)
Alignment: Neutral Good [Heironeous]
Hit Dice: 9d10+36, 7d8+28 (178 hp)
Initiative: +5
Speed: 20' (4 sq) (light enc.)
Space/Reach: 5 ft./5 ft.
AC: 34 (+10 Armor, +7 Shield, +3 Dex, +3 Deflection, +1 Other), Touch 16, Flat-Footed 31
Saves: Fort +19, Ref +12, Will +14
Abilities: Str 20, Dex 16, Con 18, Int 14, Wis 14, Cha 16
Base Att/CMB/CMD: +14 / +19(+6*) / 35
Single Attack:
Magical Longsword: +22 melee (1d8+8+1d6 Cold/17-20)
Dagger: +20 melee (1d4+6/19-20)
Shield Breaker Lance: +23 melee (1d8+8+1d6 Acid/20/x3)
Light Crossbow: +18 ranged (1d8+1/19-20)

Full Attack:
Magical Longsword: +22/+17/+12 melee (1d8+8+1d6 Cold/17-20)
Dagger: +20/+15/+10 melee (1d4+6/19-20)
Shield Breaker Lance: +23/+18/+13 melee (1d8+8+1d6 Acid/20/x3)
Light Crossbow: +18 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, Vital Strike, Skill Focus: Ride-p, Coordinated Charge, Ride-By Attack.

SKILLS
Acrobatics +3-4, Appraise +6, Bluff +3, Climb +5, Diplomacy +22, Disguise +3, Escape Art +3, Fly +3, Handle Animal +18+4, Heal +10, Intimidate +13, Perception +3, Ride +28, Sense Motive +18, Spellcraft +10, Stealth +3, Survival +3, Swim +5, Use Magic Dev. +5, Cr:Blacksm +4, Kn:History +7, Pro:Soldier +6, Kn:Religion +10, Kn:Nobility +15+4.

CLERIC (P) SPELLS
Spells per Day: (4/5+1/4+1/2+1/1+1; save DC 12+spell level):
Create Water, Detect Magic, Spark, Light. Abundant Ammunition,
Cure Light Wounds, Sanctuary, Bless, Divine Favor. 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. Death Ward. Holy Smite.

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, Shield Breaker Lance

MAGICAL ITEMS WORN
Helm of Teleportation
Amulet of Health +6
Gauntlets of Ogre Power
Ring of Freedom of Movement
Ring of Protection +3
Cloak of Resistance +4
Cloak of Displacement, Major
Gem of Brightness
Fig. of Wondrous Power (Golden Lions)
Horn of Blasting
.

TOTAL CHARACTER VALUE
429,946 gp.

NOTES

Racial Traits: Human (P)
Cavalier favored class: Add +2 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) 9th
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): 3/day, as a swift action, challenge foe to combat
- +9 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 +3 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 9 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)
- For the King (Ex): 1/combat for 1 round, as a swift action, grant +3competence bonus on all attack/damage to allies within 30'

Greater Tactician (Ex): Gain two bonus Teamwork feats
- Gain 'Cavalry Formation' as a bonus Teamwork feat
- Gain 'Coordinated Charge' as a bonus Teamwork feat
- 2/day, as a swift action, grant one of these feats to allies within 30'
- Allies retain the use of this feat for 7 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) 7th
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+9
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 >
- 4d6 healing to living creatures -OR-
- 4d6 damage to Undead; Will DC20 for ½ damage

Glory Domain (P)
Touch of Glory (Sp): 5/day < OOOOO >
As a std action, touch a crt giving it a +7 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

ANIMAL COMPANION

Hastur
Animal Name

Horse (P-AC)
Race

Large
Size

10 ft./5 ft.
Space/Reach

Animal
Type

Sub-Type

SPD Speed	35'				
	Land	Fly	Burrow	Climb	Swim

Initiative Modifier	+3

HP Hit Points	82	+14
		Adj.

⑤⑤⑤⑤⑤⑤⑤•①①①①①①①
⑤⑤⑤⑤⑤⑤⑤•①①①①①①①

AC Armor Class	34	=	10	+	15	+	6	+	3	+	-1	+	1	+	
			Base		Barding/Nat.		Bonus		Dex		Size		Dodge		Adj.

Abilities	Score	Modif.	Adj.
STR Strength	22	+6	+1
DEX Dexterity	16	+3	
CON Constitution	18	+4	+1
INT Intelligence	2	-4	
WIS Wisdom	12	+1	
CHA Charisma	6	-2	

TOUCH Armor Class	13
Flat-Footed Armor Class	30
CMB Combat Maneuver	+13
CMD Combat Man. Def.	26

MASTER Level	9	=	9		
			Base	Animal	Adj.

SPELL Resistance	
	Adj.

		=		+		+		+	
FORTITUDE (Constitution)	+12	=	6	+	4	+	2	+	
REFLEX (Dexterity)	+9	=	6	+	3	+		+	
WILL (Wisdom)	+3	=	2	+	1	+		+	
			Base		Ability		Feat		Adj.

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

MELEE Attack Bonus	+11	=	6	+	6	+	-1	+	
			Base		Ability		Size		Adj.

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+11 1d4+6	19-20 x2

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Hooves			+11/+11 1d6+6	20 x2

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

Features

Ability Score Inc.: +2	Link, Share Spells
Natural Armor Adj.: +6	Evasion
Str / Dex Adj.: +3	Devotion
Bonus Tricks: +4	Multiattack

Tricks (10 tricks)

Defend	Seek
Attack	Stay
Come	
Guard	
Heel	
Track	
Work	
Down	

Feats (Select 4)

Agile Maneuvers	√
Dodge	√
Great Fortitude	√
Improved Crit.: Bite	√

NOTES

HD Hit Dice	8	
		Bonus

Skills

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p	11	DEX	3	5	3		5	
Appraise-p	-4	INT	-4					
Bluff-p	-2	CHA	-2					
Climb-p	11	STR	6	2	3		2	
Diplomacy-p	-2	CHA	-2					
Disable Device-p	-	DEX	3					
Disguise-p	-2	CHA	-2					
Escape Artist-p	3	DEX	3					
Fly-p	3	DEX	3					
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	3	DEX	3					
Sense Motive-p	1	WIS	1					
Sleight of Hand-p	-	DEX	3					
Spellcraft-p	-	INT	-4					
Stealth-p	-1	DEX	3		-4			
Survival-p	1	WIS	1					
Swim-p	10	STR	6	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					
Knowledge: Nobility-p	-4	INT	-4					

SP:	8
Adj.	
Spent:	8
Balance:	0

List: Gear - All

GEAR	qty	lb.	qty	lb.	Qty	lb.
Animal Harness	1	2				
Bit and Bridle	1	1				
Feed	10	100				
Saddle (military)	1	30				
Saddlebags	2	16				
Rider		269			418.00 lb.	Medium
		Weight			Total Weight	Load Class

Encumbrance Limits

Light	Medium	Heavy	Lift Off Grnd	Push / Drag
520.0	1,040.0	1,560.0	3,120.0	7,800.0

BARDING	Magical Plate		Armor Class:	+11
Category: Medium	Value:	gp	Weight:	lb.
Armor Check Penalty:		Maximum Dexterity:		

SPELL PLANNER #1 for
Cleric (P)
Divine caster

Effective Caster Level	7	7	
	TOTAL	Class	Adj.

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Spells per Day:	4	5+1	4+1	2+1	1+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15	16					
Spell Used:	0	0	0	0	0	0	0	0	0	0

LEGEND

Arald Anbehrt

*: 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: 4

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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 14 gal of water	Instant	None	No	Creates up to 14 gallons of pure water	CRB262
❍❍❍❍	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	7 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	70 min (D)	None	No	Object shines like a torch	CRB304
❍❍❍❍❍❍	1	Abundant Ammunition	C	VSDF	1 action	ft.	1 container	7 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	7 rnd	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.	7 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50' burst	CRB249
❍❍❍❍❍❍	1	Divine Favor	Ev	VSDF	1 action	Personal	You	1 min			+2 luck bonus to attack and damage	CRB273
❍❍❍❍❍❍	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	7 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	70 min	Fort neg [DC14]	Yes	Resistance to Fire 20	CRB334
❍❍❍❍❍	2	Protection from Evil (Communal)	A	VSDF	1 action	Touch	1 crt Touched	7 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	170 ft.	Magic wpn of force	7 rnd (D)	None	Yes	Magical force weapon attacks at +16, does 1d8+2 dmg	CRB348
❍❍❍❍❍	2	Zone of Truth	En	VSDF	1 action	40 ft.	20 ft. rad. emanation	7 min	Will neg [DC14]	Yes	Subjects within range cannot lie	CRB371
❍❍❍	3	Dispel Magic	A	VS	1 action	170 ft.	see text	Instant	None	No	Cancels magical spells & effects. Caster Level check 1d20+7	CRB272
❍❍❍	3	Magic Circle against Evil	A	VSDF	1 action	Touch	10 ft. rad. emanation from 1 touched crt	70 min	Will neg [DC15]	*	As protection spells, but 10-ft. radius	CRB308
❍❍❍	3	Searing Light	Ev	VS	1 action	170 ft.	Ray	Instant	None	Yes	Ray deals 3d8 dmg, 7d6 (or d8) vs undead, 3d6 vs constructs	CRB338
❍❍	4	Death Ward	N	VSDF	1 action	Touch	1 living crt Touched	7 min	Will neg [DC16]	Yes	Immune to death spells, energy drain & magical death/negative energy effects	CRB264
❍❍	4	Holy Smite	Ev	VS	1 action	170 ft.	20 ft. rad. burst	see text	Will part [DC16]	Yes	Deals 3d8 dmg to evil crts (7d6 evil outsider) and blinds 1 rnd	CRB297

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