

Jharwen

Character Name

Cleric (P)

Primary

Magus (P)

Secondary

Third Class

LEVEL 6

Human (P)

36

Total

Humanoid (Human)

d8

HD 1

XP 0

Female

Blue

Type

Racial Total Adj.

Type

Level vs XP Mismatch

Gender

Eyes

d8

Medium

6

5' 9"

148 lb.

Blonde

Type

Size

ECL Adj.

Height

Weight

Hair

White

Type

Space / Reach

Alignment

Deity

Skin

SPD

Speeds

30' = 30' + 0' + 0' / 0' / 0' / 0' / 0'

Land Speed

Base

Gear

Effects

Burrow

Climb

Fly

Swim



Cleric (P)

Favored Class

STR

Strength

12

+1

DEX

Dexterity

12

+1

CON

Constitution

12

+1

INT

Intelligence

14

+2

WIS

Wisdom

17

+3

CHA

Charisma

16

+3

Ability Modif

FORTITUDE

(Constitution)

+9

REFLEX

(Dexterity)

+4

WILL

(Wisdom)

+11

BASE

Attack

+4

MELEE

Attack Bonus

+5

RANGED

Attack Bonus

+5

HP

Hit Points

42

AC

Armor Class

18

Touch

Armor Class

12

CMB

Bonus

+5

Flat-Foot

Armor Class

17

INIT

Modifier

+1

Cmd

Defense

17

Energy

Resistances

Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction

Leader

Leadership

Vision & Senses

Base

Base

FULL ATTACK

One-Handed

Short Sword

+5

1d6+1

Desc: Popular off-hand weapon

Notes:

Ammo

FULL ATTACK

Ranged

Shortbow

+5

1d6

Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength

Notes:

Ammo

Sling Bullet

0

FULL ATTACK

One-Handed

None

Notes:

Ammo

FULL ATTACK

One-Handed

None

Notes:

Ammo

FULL ATTACK

One-Handed

None

Notes:

Ammo

FULL ATTACK

One-Handed

None

Notes:

Ammo

SKILL	ACP	-2	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *			-1	DEX	1		-2		
Appraise-p			2	INT	2				
Bluff-p			3	CHA	3				
Climb-p *			-1	STR	1		-2		
Diplomacy-p			9	CHA	3	6			
Disable Device-p *			-	DEX	1		-4		
Disguise-p			3	CHA	3				
Escape Artist-p *			-1	DEX	1		-2		
Fly-p *			-1	DEX	1		-2		
Handle Animal-p			-	CHA	3				
Heal-p			11	WIS	3	6	2		
Intimidate-p			3	CHA	3				
Linguistics-p			-	INT	2				
Perception-p			5	WIS	3	2			
Ride-p *			3	DEX	1	4	-2		
Sense Motive-p			7	WIS	3	4			
Sleight of Hand-p *			-	DEX	1		-2		
Spellcraft-p			11	INT	2	9			
Stealth-p *			-1	DEX	1		-2		
Survival-p			4	WIS	3	1			
Swim-p *			-1	STR	1		-2		
Use Magic Device-p			-	CHA	3				
Knowledge: Religion-p			10	INT	2	8			
Knowledge: Nobility-p			6	INT	2	4			
Perform: Oratory-p			4	CHA	3	1			
Knowledge: Arcana-p			10	INT	2	8			
Knowledge: Geography-p			3	INT	2	1			

(Gold)

Jharwen

NOTES

Human (P), Cleric (P) 3rd, Magus (P) 3rd

Medium Humanoid (Human)

Alignment: Neutral Good [Pholtus]

Hit Dice: 3d8+3, 3d8+3 (42 hp)

Initiative: +1

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 18 (+6 Armor, +1 Dex, +1 Deflection), Touch 12, Flat-Footed 17

Saves: Fort +9, Ref +4, Will +11

Abilities: Str 12, Dex 12, Con 12, Int 14, Wis 17, Cha 16

Base Att/CMB/CMD: +4 / +5 / 17

Single Attack:

Short Sword: +5 melee (1d6+1/19-20)

Shortbow: +5 ranged (1d6/20/x3)

Full Attack:

Short Sword: +5 melee (1d6+1/19-20)

Shortbow: +5 ranged (1d6/20/x3)

————| FEATS |————

Resilient Trait, Indomitable Faith Trait, Extra Channel, Combat Casting, Quick Channel, Arcane Armor Training.

————| SKILLS |————

Acrobatics -1, Appraise +2, Bluff +3, Climb -1, Diplomacy +9, Disguise +3, Escape Art -1, Fly -1, Heal +11, Intimidate +3, Perception +5, Ride +3, Sense Motive +7, Spellcraft +11, Stealth -1, Survival +4, Swim -1, Kn:Religion +10, Kn:Nobility +6, Perf:Oratory +4, Kn:Arcana +10, Kn:Geo +3.

————| CLERIC (P) SPELLS |————

Spells per Day: (4/3+1/2+1; save DC 13+spell level):

Detect Magic, Light, Create Water, Spark, Bless, Remove Fear,

Ray of Sickening, Sanctuary, Spiritual Weapon, Hold Person, Shield Other.

————| MAGUS (P) SPELLS |————

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

Acid Splash, Disrupt Undead, Mage Hand, Open/Close, Burning Hands,

Enlarge Person, Ray of Enfeeblement, True Strike.

————| EQUIPMENT |————

ARMOR WORN: Elven Chain.

Backpack, Bedroll, Pole, Small Steel Mirror, Pouch,

Cleric's Vestments, Flint and Steel, 5xRations, 2xWaterskin, 4xSunrod, Healer's kit,

Silver Holy Symbol, Spell Component Pouch, Inkpen, 4xHoly Water, Antitoxin, Short Sword,

Shortbow, 10xArrow Potion of Cure moderate wounds,

Potion of Shield of Faith +3, Wand of Cure Mod Wounds Handy Haversack

————| MAGICAL ITEMS WORN |————

Ring of Protection +1

Cloak of Charisma +2

————| MONEY |————

Platinum:50 Gold:270 Silver:80 Copper:0.

————| TOTAL CHARACTER VALUE |————

15,430 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| 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+6 [+4 Cond.]

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 >

- 2d6 healing to living creatures -OR-

- 2d6 damage to Undead; Will DC14 for ½ damage

————| Class Features: Magus (P) 3rd |————

Weapon & Armor Proficiency: Proficient with all simple and martial weapons.

Proficient with light armor. Cast Magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a Magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Magus still incurs the normal arcane spell failure chance for arcane spells received from other classes

Concentration check: 1d20+5 [+4 Cond.]

Cantrips: cast your Cantrips at will

Weapon & Armor Proficiency: Proficient with all simple and martial weapons.

Also proficient with light armor. You can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance

Arcane Pool (Su): activate as swift action unless specified

- 3 points < OOO >

- Only 1 wpn may be enhanced at a time, and only you may use it

- Give your wpn up to +1 enh. bonus for 1 min. Costs 1 point

Spell Combat (Ex): As full round action

- Make full attack with melee weapon & cast spell with off hand

- Melee attacks take a -2 penalty, as do any attacks the spell requires

- If casting defensively, you may take an additional penalty (up to 2) to attack rolls and use that as a bonus to Concentration

Spellstrike (Su): Cast touch spells thru melee weapon.

- 1 free melee weapon attack at highest bonus instead of touch attack

- Melee attack deals normal damage on top of spell effects

- May be used with Spell Combat, taking any penalties incurred thereby.

- Weapon attack crits like normal, spell uses weapon crit range but only does x2 regardless of weapon modifier

Magus Arcana: 1x arcana acquired

- Broad Study (Ex): Select another casting class; may use Spellstrike & Spell Combat with that class

————| Protection Domain (P) |————

Granted Power: +1 resistance bonus on saves

Resistant Touch (Sp): 6/day < OOOOOO >

As a std action, touch an ally to transfer him your resistance bonus on saves for one minute

————| Sun Domain (P) |————

Sun's Blessing (Su): +3 to dmg whenever you channel positive energy to harm undead. Undead do not add their channel resistance to their saves when you channel positive energy

————| Conditional Bonus - Feats |————

+4 to concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled [Combat Casting]

————| Conditional Bonus - GEAR |————

SPELL PLANNER #1 for
Cleric (P)

Divine caster

Effective
Caster Level

3

TOTAL

3

Class Adj.

SCHOOLS

Abjuration, Conjuraton, Divination,
Enchantment, Evocation, Illusion,
Necromancy, Transmutation, Universal

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

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND

Jharwen

*: 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:

1

Checks	Lvl	Magus (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○	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	Light	Ev	VDF	1 action	Touch	1 obj touched	30 min (D)	None	No	Object shines like a torch	CRB304
○○○○	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	Spark	Ev	V or S	1 action	30 ft.	1 Fine obj	Instant	Fort neg (obj) [DC13]	Yes	Unattended flammable object catches light	APG246
○○○○	1	Bless	En	VSDF	1 action	ft.	You & all allies within 50 ft.	3 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50' burst	CRB249
○○○○	1	Remove Fear	A	VS	1 action	30 ft.	1 crt, no two more than 30 ft. apart	10 min	Will neg [DC14]	Yes	+4 morale bonus on saves against fear, supress current fear	CRB332
○○○○	1	Ray of Sickening	N	VSM	1 action	30 ft.	Ray	3 min	Fort part* [DC14]	Yes	Ray sickens target	UM234
○○○○	1	Sanctuary	A	VSDF	1 action	Touch	1 crt Touched	3 rnd	Will neg [DC14]	No	On failed save, opponents cannot attack you	CRB336
○○○	2	Spiritual Weapon	Ev	VSDF	1 action	130 ft.	Magic wpn of force	3 rnd (D)	None	Yes	Magical force weapon attacks 1 time: +7 atk, 1d8+1 dmg	CRB348
○○○	2	Hold Person	En	VSDF	1 action	130 ft.	1 humanoid crt	see text	Will neg [DC15]	Yes	Holds subject helpless	CRB296
○○○	2	Shield Other	A	VSF	1 action	30 ft.	1 crt	3 hr (D)	Will neg [DC15]	Yes	You take half of subject's damage	CRB342

[illegible]

