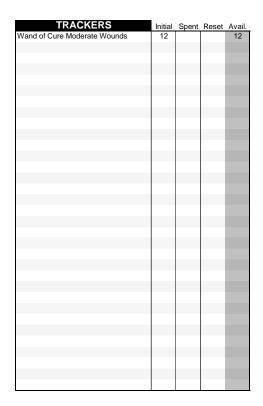
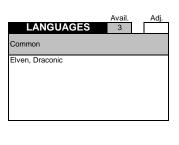
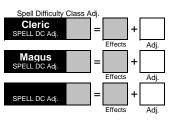


	en Chain us: +6 ainmail is r	Adj. Armor Check: -2 made of very fine mithr			old:	50 pp 270 gp 80 sp	SPELLS Casting Clas Caster Lev Caster level a	ss: el:	Arcane S Cleric 3		Ire: 20% agus 3	Adj.:	
SHIELD Max Dex: Desc: Notes:		Adj. Armor Check:	Check Adj.: Spell Fail:	Copp	er:	0 ср	Spell / day a Spell known a Spell known a	dj: dj: Spells el / day	Save Spe DC Known 13	wn / day I	Save Spells DC Known		
MAGICAL ITEMS WO Head: Eyes: Neck: Chest: Hands: Feet: Right Finger: Ring of Protection			List: Waist: Shoulders: Cloak of Cl Arm/Wrist: Headband: Body:	Wondrous Items harisma +2	S	HH 3	TIONS 337.51 lb. 34 5 66 77 8 Weight INFO		14 15	4 t+ v6.1.71 Li	13		
Left Finger: GEAR	DO T		Loc. LB.	List: Weapo			Racial Tra Bonus Feat: One	its: Huma extra feat	an (P) at Level #1	_	2011000 10 7	iox moregor	
Backpack Bedroll Pole Small Steel Mirror Pouch Cleric's Vestments Flint and Steel Rations Waterskin Sunrod Healer's kit Silver Holy Symbol Spell Component Pouch Inkpen Holy Water Antitoxin	HH 1 HH 1 HH 1 HH 1 HH 1 HH 5 HH 5 HH 2 HH 4 HH 1 1 HH 1 HH 1 HH 1 HH 1	Arrow 1 6	1 2 10 1	Potion of Cure moderate woun Potion of Shield of Faith + Wand of Cure Mod Woun- Handy Haversack	3 1	1 V	Class Fea Veapon & Armor light armor, medi proficient with the concentration ch concentration concent	tures: Cle Proficien Im armor, In favored veck: 1d20 I: Cannot of ting: Rep t prepared Su): Wave JOOOO > ving creat Undead; V	eric (P) 3rd cy: Clerics a and shields weapon of the 6 [+4 Cond cast spells of lace spell by 1 0-level spel of positive of ures -OR- Vill DC14 for cy: Proficien	are proficient of (except tower leir deity 1.] for opposed aliques a healing spills at will energy in a 3 or ½ damage	er shields). Comment ell of the said of the said of burst ole and mart	clerics are also me level cital weapons.	
43.1 b. Light Load C Selection List: All FEATS 4 = 4 Resilient Trait Extra Channel Combat Casting Quick Channel	Class Ma Feats and	+ 1 trait bonus on Fort +1 trait bonus on Will Gain 2 uses of Chann +4 to Conc. to cast s	saves	7 130.0 260.0 m Heavy Lift		gp dj	without incurring spellcaster, a Ma chance of arcane component. A mu chance for arcane concentration che cantrips: cast you veapon & Armor Also proficient wi light armor without cane Pool (Su): 3 points < OOC • Only 1 wpn may • Give your wpn 1 opell Combat (Ex Make full attack • Melee attacks to • If casting defenatatick colls and spellstrike (Su): Ceptilstrike (Su): Cept	gus wearii spell failu litlclass Me e spells re eck: 1d20 r Cantrips Proficien th light arrut incurring activate a > r be enhar with mele ake a -2 peisuse that a cast touch datast touch	ng medium a re if the spel agus still inci ceived from +5 [+4 Cond at will governor +7 [+4 Cond at will	armor, heavy ill in question urs the norma other classes i.] In t with all simp o cast magus arcane spell on unless spec ue, and only yo or 1 min. Costs cast spell wit o any attacks on additional p o c Concentrati nelee weapor	armor, or a has a soma al arcane sp s s s s s s s s s s s s s s s s s s	shield incurs tic pell failure tial weapons. wearing ce it t quires p 2) to	а
Arcane Armor Training			pell failure chance due to th		by 10%	-	Tree melee we Melee attack de May be used wi Weapon attack x2 regardless o Aagus Arcana: 1x Broad Study (E. Combat with the Protection Granted Power: + Resistant Touch (S As a std action, t for one minute	als norma th Spell Corits like in weapon in arcana an it): Select it class Domain 1 resistance): 6/day	I damage on ombat, taking ormal, spell inodifier cquired another casti	n top of spell e g any penaltie uses weapon ting class; ma saves O >	effects es incurred t n crit range t ny use Spells	thereby. out only does strike & Spell	
						-+	4 to concentration casting on the de Condition 5 to Fort save to	u): +3 to do not addenergy nal Bonus checks m fensive or nal Bonus esist Pois	s - Feats	nel resistance a spell or use	e to their sav	es when you	l
							Trackers Vand of Cure Mod Language Common, Elven, D Descriptic Ring of Protection Cloak of Charism CHARAC	erate Woulders (x3) — raconic on for the n +1: +1 do a +2: +2 e	Magical Iter eflection bon nh. bonus to	ms Worn nus to armor o o Charisma	assk:		







		Spell	per o	day A	djust	ment	s & Effects			
	(Class #1	1	(Class #2	2		Class #3	3	
	(Cleric 3r	d	N	lagus 3	rd				
	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:										

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		Class #	1		Class #	2		Class #3	3		
	(Cleric 3r	d	N	Magus 3	rd					
	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:											

	Manif	ester	Clas	s Lev	el Ac	ljustn	nents	;
All Aspects :								
Power Effects :								
Powers Known :								
Max. Pwr Ivl Known:								
Power Points :								

TREASURY OF Jharwen Coin & Gem 778 (Gold)	Platinum						Pre	cious S	Stones \	/alue: 0	∃old			
	i latilitutti	Gold	Silver	Copper	1	5	10	50	100	250	500	1,000	5,000	
	50	270	80	0	0	0	0	0	0	0	0	0	0	
	thand: pp	gp	sp	ср										
Locations of Coins & Gems	Platinum	Gold	Silver	Copper				Precio	ous S	tones				Total
Carried on Character (0.8 lb.)	10	20	10											121
Carried on Mount (0 lb.)														
HH	40	250	70											657
														(C = l = l)
ID DESCRIPTION	Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1000	5000	(Gold) Total
Start Start	50	270	80	Coppei		<u> </u>	10	50	100	230	300	1000	5000	778
Start	30	210	00											110
Number needed for Conversion factors (to get 1		50 1	50 10	50 100			The Only	v Sheet	+ v6 1 ⁻	71 lice	nsed to	Alex Me	etzaer	(Gold)

Jharwen NOTES

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

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
MAGUS (P) SPELLS
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
MONEY
TOTAL CHARACTER VALUE

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 < 00000000 > • 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)
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

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 CI

3

Class Adj.

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

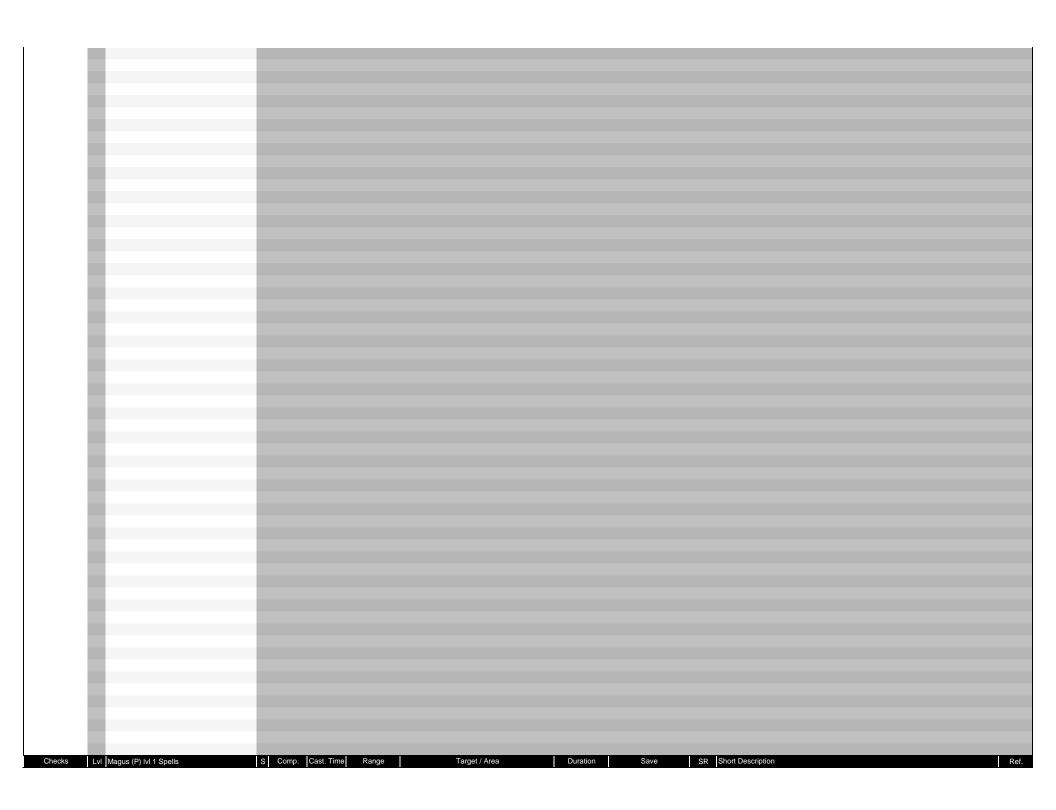
Spells per Day:	4	3+1	2+1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15							

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.

		Necromancy, Transmutation, Univer	sal Spell Used: 0	0 0	0 0 0	0	0 0 0 Weapon	s. versus, wpn.
Show only level:	1						The Only Sheet+ v6.1.71 Licensed	d to Alex Metzger
Checks	Lvl Magus (P) lvl 1 Spells	S Comp. Cast. Time Range	Target / Area	Duration	Save		Short Description	Ref.
	0 Detect Magic	D VS 1 action ft.	60 ft. cone-shaped emanation	3 min (D)	None		Detects spells and magic items within 60'	CRB267
	0 Light	Ev VDF 1 action Touch	1 obj touched	30 min (D)	None		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
0000	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		+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]		+4 morale bonus on saves against fear, supress current fear	CRB332
0000	1 Ray of Sickening	N VSM 1 action 30 ft.	Ray	3 min	Fort part* [DC14]		Ray sickens target	UM234
0000	1 Sanctuary	A VSDF 1 action Touch	1 crt Touched	3 rnd	Will neg [DC14]	No	On failed save, opponents cannot attack you	CRB336
		V00-5		(5)				
333	2 Spiritual Weapon	Ev VSDF 1 action 130 ft.	Magic wpn of force	3 rnd (D)	None		Magical force weapon attacks 1 time: +7 atk, 1d8+1 dmg	CRB348
000	2 Hold Person	En VSDF 1 action 130 ft.	1 humanoid crt	see text	Will neg [DC15]		Holds subject helpless	CRB296
000	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
	_	_						
	_							
	_							
	_							



SPELL PLANNER #2 for

Arcane caster

Effective Caster Level

TOTAL

3

Class Adj. Abjuration, Conjuration, Divination,

Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Spells per Day:

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

4 4

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

LEGEND

*: 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:

Jharwen

Show only level: 1

Show only leve	el: 1										The Only Sheet+ v6.1.71 Licensed	to Alex Metzger
Checks		Magus (P) Ivl 1 Spells	S		Cast. Time	Range	Target / Area	Duration	Save		Short Description	Ref.
0000	0	Acid Splash	С	VS	1 action	30 ft.	1 orb of Acid	Instant	None		Orb thrown as a ranged touch attack that deals 1d3 Acid dmg	CRB239
0000	0	Disrupt Undead	N	VS	1 action	30 ft.	Ray	Instant	None		Deals 1d6 dmg to one undead	CRB273
0000	0	Mage Hand	Т	VS	1 action	30 ft.	1 nonmagical obj, max 5 lbs	Conc.	None		5-pound telekinesis	CRB306
0000	0	Open/Close	Т	VSF	1 action	30 ft.	1 obj max 30 lbs or 1 portal	Instant	Will neg [DC12]	Yes	Opens or closes small or light things	CRB317
0000	1	Burning Hands	Ev	VS	1 action	ft.	15 ft. Cone-shaped burst	Instant	Ref half [DC13]		Cone Does 3d4 Fire damage	CRB251
0000	1	Enlarge Person	Т	VSM	1 rnd	30 ft.	1 humanoid crt	3 min (D)	Fort neg [DC13]	Yes	Target grows to next size category, gains +2 Str, -2 Dex, -1 AC	CRB277
0000	1	Ray of Enfeeblement	N	VS	1 action	30 ft.	Ray	3 min	Fort half [DC13]	Yes	Ray reduces Str by 1d6+1 points	CRB329
0000	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 to your next attack roll	CRB363
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