Ruth Sapphire Unicorn Gem Pony Medium Female 3'11" 300 lbs It blue turquoise navy blue RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN Erastil Lawful Good Everglow HOMELAND & BACKGROUND OCCUPATION Common, Sylvan, Celestial, Gnome, Elf Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 2 2 14 12 **STR** 57 6 Cleric 4 30 5 2 5 6 3 2 -2 16 16 DEX 17 3 2 15 CON NONLETHAI 3 INT 16 16 20 5 2 2 WIS 16 4 30 0 5 2 5 TOTAL HP Cleric **TOTALS** 6 18 4 18 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ♠□ ACROBATICS ◆ DE) -2 3 ATTACKS & DEFENSE APPRAISE INT 3 3 ∗□ BLUFF СНА 4 4 20 0 2 AC \*□ CLIMB 2 =10+ STR -3 CRAFT: INT 3 3 12 2 MAXIMUM 2 **TOUCH** =10+ DIPLOMACY СНА 8 4 3 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 18 0 0 0% **LAT-FOOT -10**+ FAILURE ∗□ Disguise СНА 4 ★□ ESCAPE ARTIST ◆ DEX -2 3 \*□ FLY • DEX 3 -2 VING THROWS ABILITY ☐ HANDLE ANIMAL 3 CHA 4 8 5 **FORT** HEAL WIS 14 5 3 5 2 3 СНА REF 4 4 ☑ KN: arcana INT 3 3 10 5 WILL 5 ☑ KN: history INT 8 3 3 ☑ KN: nobility INT 3 3 ATTACKS BASE ATTACK BONUS ☑ KN: religion INT 12 3 3 MELEE 6 2 4 ☐ Kn: INT 3 ☐ KN: INT 3 RANGED 7 4 3 ✓ LINGUISTICS INT 3 3 WIS 5 5 **CMB** 7 4 DEX 3 PERFORM: СНА 4 4 ☑ PROF: WIS 9 5 3 CMD 23 B<sub>4</sub>B 0 4 ∗□ Ride • DEX -2 3 SENSE MOTIVE 11 5 3 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND DEX 3 ✓ Spellcraft INT 12 3 Race: Unicorn Gem Pony - (Ponyfinder) ⋆□ STEALTH ◆ DEX 3 -2 ⊹□ SURVIVAL WIS 5 5 lowlight vision, quadruped +4 CMD, +50% capacity ÷□ Swiм • 2 -3 cast unseen servant (2/day) ☐ USE MAGIC DEVICE СНА 4 STR cast "light" on horn (3/day) STR +2 AC vs ray attacks STR STR +2 save vs fear STR Cleric (PCR-38) HD d8, skills 2+Int Mod STR Aura (Ex): Cleric emanates an aura of good Channel Energy 8/day 30' rad, 3d6 dam (PCR-40) EXPERIENCE 23,000 35,000 Spontaneous casting- replace prepared spell w/ cure spell BASE 30 **SPEED** Animal Domain (PCR-41) MISC Speak w/ animals 3+lvl/day INIT **Animal Companion** Turn Undead - channel causes all undead w/in 30' to flee **HERO** Healing Domain (PCR-44) Alignment Channel (evil) - channel energy harm outsiders SR DR Rebuke death: Heal 1d4+lvl/2 dam if below 0 hp Elemental Channel (fire) - channel energy harm elementals RESISTANCES **POOL POINTS** -5 barding of reflection +2 8 40.0

mace of elemental air	+6+2	1d8+2d6+2	20,x2	В	8.0	

DAMAGE

CRITICA

AMMO & NOTES

ATTACK MODIFIERS

WEAPON NAME & DESCRIPTION

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н	ADBAND:	SILVER						Ш					
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LEVEL	PREP	USED						NAME & DESCRIPTION	SPELLS	schoo	L D	URATION	RANGE	SAVE	SR	REFERENCE
0								I magic items within								
0								one creature or ob	ject.							
0								pellbooks.								
0			Creat	e wat	er - Cre	ales 2 (	gallons/	level of pure water	•							
1			Cure	Light V	Vounds	- Cure	s 1d8 d	lamage + 1/level (n	nax +5).							
1			Bless	- Allie	s gain +	⊦1 on a	ttack ro	lls and saves agair	nst fear.							
1			Shield	d of Fa	ith - Au	ra gran	ıts +2 o	r higher deflection l	oonus.							
1			Sumn	non Mo	onster I	- Sumi	mons e	xtraplanar creature	to fight for you.							
1			Calm	Anima	als - Cal	lms 2d4	1 + leve	l HD of animals.								
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2								2d8 damage + 1/lev								
2								mal for 1 round/leve manoid for 1 round								
2																
2			Remove Paralysis - Frees creatures from paralysis or slow effect.  Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.													
2			Sound Burst - Deals 1d8 sonic damage to subjects; may stun them. 10' rad													
2								attacks on its own								
2			-					extraplanar creature								
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			SPELLS						
3	PREP	USED	NAME & DESCRIPTION  Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Dominate Animal - One animal obeys your silent mental commands and orders.						
3			Animate Dead - Creates undead skeletons and zombies.						
$\vdash$			Bestow Curse6 to an ability score; -4 attack rolls, saves, & checks; or 50% chance of losing action	Nooromanay	normanant	touch	النبد		
3				Necromancy	permanent	touch	will		
3			Create Food and Water - Feeds three humans (or one horse)/level.						
3			Dispel Magic - Cancels one magical spell or effect.						
3			Invisibility Purge - Dispels invisibility within 5 ft./level.						
3			Prayer - Allies get +1 bonus on most rolls, enemies –1 penalty.						
3			Remove Curse - Frees object or person from curse.						
3			Remove Disease - Cures all diseases affecting subject.						
3			Speak with Dead - Corpse answers one question/two levels.						
3			Summon Monster III - Summons extraplanar creature to fight for you.						
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