

Sapphire
 CHARACTER
 Unicorn Gem Pony Medium Female
 RACE & LA SIZE GENDER
 Lawful Good Erastil
 AGE ALIGNMENT DEITY
 Languages: Common, Sylvan, Celestial, Gnome, Elf

Ruth
 PLAYER
 3'11" 300 lbs turquoise navy blue lt blue
 HEIGHT WEIGHT HAIR EYES SKIN
 Everglow
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	12		2	
DEX	16	3	16	-2	2	
CON	17	3	15	2		
INT	16	3	16			
WIS	20	5	16	2	2	
CHA	18	4	18			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
57	57	6	Cleric	4	30		5	2	5	6
TOTAL HP			TOTALS							
57			4 30 0 5 2 5 6							

ABILITY SCORE & RACIAL NOTES

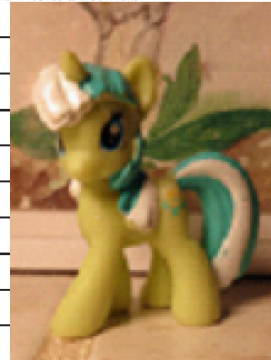
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	8	0	2					
TOUCH	12	-10+			2					
FLAT-FOOT	18	-10+	8	0	0					

SKILLS RANKS TOTAL 30

	DEX	INT	STR	CHA	WIS
* ACROBATICS *	-2		3		
* APPRAISE	7	1	3	3	
* BLUFF	4		4		
* CLIMB *	-3		2		
* CRAFT:	7	1	3	3	
* DIPLOMACY	8	1	4	3	
* DISABLE DEVICE *			3		
* DISGUISE	4		4		
* ESCAPE ARTIST *	-2		3		
* FLY *	-2		3		
* HANDLE ANIMAL			4		
* HEAL	14	6	5	3	
* INTIMIDATE	4		4		
* KN: arcana	7	1	3	3	
* KN: history	8	2	3	3	
* KN: nobility	7	1	3	3	
* KN: religion	12	6	3	3	
* KN:			3		
* KN:			3		
* LINGUISTICS	7	1	3	3	
* PERCEPTION	5		5		
* PERFORM:	4		4		
* PROF:	9	1	5	3	
* RIDE *	-2		3		
* SENSE MOTIVE	11	3	5	3	
* SLEIGHT OF HAND *			3		
* SPELLCRAFT	12	6	3	3	
* STEALTH *	-2		3		
* SURVIVAL	5		5		
* SWIM *	-3		2		
* USE MAGIC DEVICE			4		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
8	5	10	5	3		
5	2	5	2	3		
10	5	10	5	5		



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
6	7	7	23	4		2
				4		3
				4		3
				B4B	0	5

FEATS & FEATURES

Race: Unicorn Gem Pony - (Ponyfinder)
 lowlight vision, quadruped +4 CMD, +50% capacity
 cast unseen servant (2/day)
 cast "light" on horn (3/day)
 +2 AC vs ray attacks
 +2 save vs fear
 Cleric (PCR-38) HD d8, skills 2+Int Mod
 Aura (Ex): Cleric emanates an aura of good
 Channel Energy 8/day 30' rad, 3d6 dam (PCR-40)
 Spontaneous casting- replace prepared spell w/ cure spell
 Animal Domain (PCR-41)
 Speak w/ animals 3+lvl/day
 Animal Companion Turn Undead - channel causes all undead w/in 30' to flee
 Healing Domain (PCR-44) Alignment Channel (evil) - channel energy harm outsiders
 Rebuke death: Heal 1d4+lvl/2 dam if below 0 hp Elemental Channel (fire) - channel energy harm elementals

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
armor barding of reflection +2	8	2	-5			40.0
SHIELD						

EXPERIENCE SLOW MEDIUM FAST 23,000 / 35,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
mace of elemental air	+6+2	1d8+2d6+2	20,x2		B	8.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	4	4			
16	1st	6	3	2	1	
17	2nd	5	3	1	1	
18	3rd	4	2	1	1	
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.						
0			Detect Poison - Detects poison in one creature or object.						
0			Read Magic - Read scrolls and spellbooks.						
0			Create Water - Creates 2 gallons/level of pure water.						
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).						
1			Bless - Allies gain +1 on attack rolls and saves against fear.						
1			Shield of Faith - Aura grants +2 or higher deflection bonus.						
1			Summon Monster I - Summons extraplanar creature to fight for you.						
1			Calm Animals - Calms 2d4 + level HD of animals.						
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).						
2			Hold Animal - Paralyzes one animal for 1 round/level.						
2			Hold Person - Paralyzes one humanoid for 1 round/level.						
2			Remove Paralysis - Frees creatures from paralysis or slow effect.						
2			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			Spiritual Weapon - Magic weapon attacks on its own.						
2			Summon Monster II - Summons extraplanar creature to fight for you.						

