Ruth Sapphire Unicorn Gem Pony Medium Female 3'11" 300 lbs turquoise navy blue It blue WEIGHT EYES SKIN RACE & LA SIZE GENDER HEIGHT HAIR Erastil 14 Lawful Good Everglow AGE HOMELAND & BACKGROUND OCCUPATION ALIGNMENT DEIT Common, Sylvan, Celestial, Gnome, Elf Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 HITPOINTS **CLASS RECORDER** ABILITY SCORE 2 12 2 14 **STR** 75 8 Cleric 6 40 8 6 3 2 -2 16 16 DEX 17 3 2 15 CON NONLETHAL HP DAM 3 INT 16 16 TEMPORARY 22 6 2 4 WIS 16 83 TOTALS 6 40 8 6 TOTAL HP Cleric 18 4 18 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & RACIAL NOTES *****□ ACROBATICS • DEX -2 **ATTACKS & DEFENSE ★☑** APPRAISE INT ∗□ BLUFF СНА 4 ARMOR CHECK PENALTY 20 0 2 AC **∗**□ Сымв • =10+ STR -3 raft: INT 12 2 MAXIMUM 2 **TOUCH** = 10 + ⋆☑ DIPLOMACY СНА 8 1 ■ DISABLE DEVICE • DEX SPELL FAILURE 18 8 0 0 0% **FLAT-FOOT** = 1O + ∗**□** Disguise СНА DEX ★□ ESCAPE ARTIST ◆ -2 second attack @ +1 * FLY • DEX -2 SAVING THROWS **CLASS BASE** ABILITY TEMP ☐ HANDLE ANIMAL 9 3 СНА **FORT** 6 å**☑** HEAL WIS 17 5 2 3 СНА REF 4 ☑ KN: arcana INT 12 6 WILL 6 ☑ KN: history INT 8 KN: nobility INT BASE ATTACK BONUS ☑ KN: religion INT 14 8 MELEE 8 6 2 ☐ Kn: INT ☐ KN: INT RANGED 9 6 3 ■ LINGUISTICS

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	<u></u>					-	⋆□ Perform:	СНА	4		4		
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DEA DEA				the call		-	*□ RIDE •	DEX	-2		3		
							№ SENSE MOTIVE	WIS	16	7	6	3	
1	EATURES						☐ SLEIGHT OF HAND ◆	DEX			3		
CLASS FEATURES, RACIAL TRAITS, Race: Unicorn Gem Pony - (Ponyfinder)	EATS, AND CHARACTER FE	ATURES					✓ Spellcraft	INT	14	8	3	3	\blacksquare
Race. Officorif Gent Forty - (Fortyffilder)							*□ STEALTH •	DEX	-2		3		
lowlight vision, quadruped +4 CMD, +50% capacity							*□ SURVIVAL	WIS	6		6		
cast unseen servant (2/day)							*□ SWIM • □ USE MAGIC DEVICE	STR	-3		2		
							OSE IMAGIC BETTEE	STR			-4		
cast "light" on horn (3/day)								STR					
+2 AC vs ray attacks								STR					
+2 save vs fear								STR					
								STR					
Cleric (PCR-38) HD d8, skills 2+Int Mod								STR					
Aura (Ex): Cleric emanates an aura of good							MARK A TO SHOW A CLASS * SKILL CAN BE USE			TH RANKS IOR CHEC			BONUS.
Channel Energy 8/day 30' rad, 4d6 dam (PCR-40)							EXPERIENCE		51,0	00	/	75,000	0
Spontaneous casting- replace prepared spell w/ cure spell							SLOW LI MEDIUM 12 FA		ASE	FLY	SWIM	CLIMB	MISC
Animal Domain (PCR-41)							SPEED	3	30				
Speak w/ animals 3+lvl/day	Healer's Blessi	ng (Su)	: All Cur	re spells "em	powere	d" +50%	$\frac{1}{100} = 3$				+		MISC MOD
Animal Companion	Turn Undead - channel causes all undead w/in 30' to flee				HERO	一							
Healing Domain (PCR-44)	Alignment Channel (evil) - channel energy harm outsiders					===	D.D.				=		
Rebuke death: Heal 1d4+lvl/2 dam if below 0 hp (3+WisMod/day)	Elemental Channel (fire) - channel energy harm elementals				_ SK DK						_		
		•	•				RESISTANCES						
	WEAPONS			DENIALTY COST	TV05	WELGLIE	POOL POINTS						
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY SPELL FA	L TYPE	WEIGHT							
barding of reflection +2		8	2	-5		40.0	 						

DAMAGE

1d8+2d6+2

CRITICAL

20,x2

RANGE

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WEIGHT

8.0

AMMO & NOTES

ATTACK MODIFIERS

+8+2

WEAPON NAME & DESCRIPTION

mace of elemental air

	FEATS & SPECIAL ABILITIES			FEATS & SPECIAL ABILITIES									
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	EQUIPMENT & MAGIC ITEM	S					E	QUIPM	ENT & N	MAGIC ITEMS			
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	Standard adventurers kit				┨╟	+	of elemental air		IKOD		+		
	neutralize poison potions	3			┨╟	-	ck, +2d6 sonic		10		+		
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					┨┝	- 1/day	reflect a spell	back at	caster		├─	<u> </u>	
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					┦┝	_	treasure						
					┚┖	gold eq	gg (3000 gp)						
	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAIN	IERS				
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	HEAD:	GOLD					24,300						<u> </u>
н	EADBAND:	SILVER											<u> </u>
	NECK:	COPPER								LOADS &	LIFT		
	RING:							LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:	APMOS	C	\neg	D WE	IGHT		58	116	174	174	348	870
SH	OULDERS:	ARMOR & WEAPONS	CURRENC	Y EQU	IPMENT	MISC	TOTAL	0	0	MODIFIED LOAD	0	0	0
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LEVEL	PREP	USED						NAME & DESCRIPTION	SPELLS	school		DURATION	RAN	GE	SAVE	SR	REFERENCE
0		-	Detec	ct Magi	c - Det	ects spe	ells and	d magic items within	60 ft.								
0			Detec	ct Pois	on - De	tects po	ison ir	one creature or ob	ect.								
0			Read Magic - Read scrolls and spellbooks.														
0			Creat	te Wate	er - Cre	ates 2 g	gallons	/level of pure water.									
1								damage + 1/level (m									
1								olls and saves again									
1								r higher deflection b									
1								xtraplanar creature	to fight for you.								
1			Caim	Anima	iis - Ca	IIIIS 204	+ leve	el HD of animals.									
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2			Cure	Moder	ate Wo	unds - (Cures	2d8 damage + 1/lev	el (max +10).								
2								mal for 1 round/leve									
2			-					manoid for 1 round/									
2			_					res from paralysis o									
2			Resto	ration,	Lesser	- Dispe	ls mag	ical ability penalty or	repairs 1d4 ability damage.								
2			Soun	d Burs	t - Deal	s 1d8 s	onic da	amage to subjects; r	nay stun them. 10' rad								
2			Spirit	ual We	apon -	Magic v	veapo	n attacks on its own									
2			Sumr	non Mo	onster I	I - Sum	mons	extraplanar creature	to fight for you.								
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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.						
3			Bestow Curse6 to an ability score; -4 attack rolls, saves, & checks; or 50% chance of losing action	Nooromanay	normanant	touch	will		
_				Necromancy	permanent	touch	WIII		
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.						
4			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration					
4			Summon Nature's Ally IV - (animals only)	Conjuration					
4			Air Walk - Subject treads on air as if solid (climb or descend at 45-degree angle).	Transmutation	10 min/lvl	touch			CRB
4			Control Summoned Creature Direct a summoned monster as if you had summoned it.	Enchantment					UM
4			Dimensional Anchor - Bars extradimensional movement.	Abjuration					
4			Divination - Provides useful advice for specific proposed actions.	Divination					
4			Make Whole, Greater - Repairs 1d6 +1 points per caster level on a construct						TG
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration					
4			Protection from Energy, Communal	Abjuration					
4				Conjuration					
H			Restoration - Restores level and ability score drains.						
4			Spell Immunity - Subject is immune to one spell per 4 levels.	Abjuration					
4			Spiritual Ally - Creates a divine ally to aid you.	Conjuration					
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
4			Wall of Bone - wall of skeletal arms attached to any solid surface, 1 square/lvl						
4			Water Walk, Communal As water walk, but you may divide the duration among creatures touched.	Transmutation					UC
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