

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



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	22	6	16	2	4	
CHA	18	4	18			

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
103	93	10	Cleric	7	50	10	7	3	7	10	
TOTAL HP				103	FAVORED CLASS		Cleric	TOTALS		7 50 10 7 3 7 10	

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 50

	DEX	INT	CHA	STR	INT	CHA	DEX	DEX	CHA	WIS	CHA	INT	INT	INT	INT	WIS	CHA	WIS	DEX	WIS	DEX	WIS	STR	CHA	STR	STR	STR
* ACROBATICS •	-2																										
* 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					19	10		6	3																		
* INTIMIDATE					4			4																			
* KN: arcana					7	1	3	3																			
* KN: history					8	2		3	3																		
* KN: nobility					7	1		3	3																		
* KN: religion					16	10		3	3																		
* KN:								3																			
* KN:								3																			
* LINGUISTICS					9	3		3	3																		
* PERCEPTION					6			6																			
* PERFORM:					4			4																			
* PROF:					10	1		6	3																		
* RIDE •					-2			3																			
* SENSE MOTIVE					18	9		6	3																		
* SLEIGHT OF HAND •								3																			
* SPELLCRAFT					16	10		3	3																		
* STEALTH •					-2			3																			
* SURVIVAL					6			6																			
* SWIM •					-3			2																			
* USE MAGIC DEVICE								4																			

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
10	6	13	7	3		
			3	3		
			7	6		

COMBAT NOTES & MODIFIERS



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
9	10	13	26	7		2
				7		3
				7	WIS	6
				-10+	B7B	0

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, 5d6 dam (PCR-40)
 Spontaneous casting- replace prepared spell w/ cure spell
 Animal Domain (PCR-41) Channel Smite - Add Channel Energy damage to melee attack (1 use)
 Speak w/ animals 3+lvl/day Healer's Blessing (Su): All Cure spells "empowered" +50%
 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 (3+WisMod/day) Elemental Channel (fire) - channel energy harm elementals

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 105,000 / 155,000

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	3					

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						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
mace of elemental air	+9+2	1d8+2d6+2	20,x2		B	8.0	
sling +2	+10+2+2	1d4+2+2	20,x2	50	B		bullets of nausea +2 (20)

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Animal Companion: Shetland Sheepdog named Shawpu		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Channel Energy Summary:		
frequency: 8/day		
area: 30' radius		
damage 5d6 dam +50%		
Healer's Blessing (Su): All Cure spells "empowered" +50%		
Turn Undead - channel causes all undead w/in 30' to flee		
Alignment Channel (evil) - channel energy harm outsiders		
Elemental Channel (fire) - channel energy harm elementals		
Channel Smite - Add Channel Energy damage to melee attack (1 use)		

EQUIPMENT & MAGIC ITEMS			
⌘	ITEM	QTY / USES	WGT N/A WEIGHT
	standard adventurer's kit		
	neutralize poison potions	3	

EQUIPMENT & MAGIC ITEMS			
⌘	ITEM	QTY / USES	WGT N/A WEIGHT
	Elemental Weapon of Ongpakob		
	mace of elemental air		
	+2 attack, +2d6 sonic damage		
	+2 DEX		
	second chance reroll in fly		
	immunity to disease		
	Daily power: create solid cube of fire 20' per side, -range 15', duration 1 min/lvl, 2d6 sonic dam/rnd & deaf		
	ring +2 STR		
	mitre of healing		
	- cast cure light wounds 3/day or		
	- cast cure serious wounds 1/day		
	barding of reflection +2		
	- 1/day reflect a spell back at caster		
	Polished Dark Oak Ring of the Glaistig		
	- grants teamwork feats to those w/ rings		
	- secret language		
	- vital strike ring +1d6 damage when flanking		
	- swap places		
	Amulet of Hybrid Form - turns Unicorn into biped stored treasure		
	gold egg (3000 gp)		

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			31,300
SILVER			
COPPER			

TREASURE CARRIED		
⌘	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
48.0	0.0	0.0		48.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS	Cleric			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	7	4	2	1	
18	2nd	7	4	2	1	
19	3rd	5	3	1	1	
20	4th	5	3	1	1	
	5th	4	2	1	1	
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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
	0		
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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.						

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).						
3			Dominate Animal - One animal obeys your silent mental commands and orders.						
3			Animate Dead - Creates undead skeletons and zombies.						
3			Bestow Curse - -6 to an ability score; -4 attack rolls, saves, & checks; or 50% chance of losing action	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 - Dispel 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	Transmutation					TG
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration					
4			Protection from Energy, Communal	Abjuration					
4			Restoration - Restores level and ability score drains.	Conjuration					
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	Necromancy					
4			Water Walk, Communal As water walk, but you may divide the duration among creatures touched.	Transmutation					UC
5			Breath of Life - Cures 5d8 damage + 1/level and restores life to recently slain creatures.	Conjuration					PCR
5			Beast Shape III (animals only) - take the form of a Diminutive to Huge animal, or Small or Medium magical beast.	Transmutation	1 min/lvl				PCR
5			Angelic Aspect - +2 AC/saves vs evil, darkvision 60 ft., acid and cold resistance 10, DR 5/evil, sprout wings to fly 30	Transmutation	1 min/lvl				CoP
5			Cleanse - Cures 4d8 damage +1/level (max +25) and also removes several afflictions.	Conjuration					APG
5			Command, Greater As command, but affects one subject/level.	Enchantment					PCR
5			Commune - Deity answers one yes-or-no question/level.	Divination					PCR
5			Cure Light Wounds, Mass - Cures 1d8 damage + 1/level, affects 1 subject/level.	Conjuration					
5			Curse, Major - -12 ability; -8 attack, saves, ability checks, and skill checks, 75% chance no action	Necromancy	permanent				
5			Plane Shift - As many as 8 subjects travel to another plane.	Conjuration					
5			Raise Dead - Restores life to subject who died as long as one day/level ago.	Conjuration					
5			Slay Living - Touch attack deals 12d6 + 1 per level.	Necromancy					
5			True Seeing - Lets you see all things as they really are.	Divination					