

**Sapphire**  
 CHARACTER: Unicorn Gem Pony Medium Female  
 RACE & LA: Medium SIZE Female GENDER  
 AGE: Lawful Good Erastil  
 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
<b>STR</b>	14	2	12		2	
<b>DEX</b>	16	3	16	-2	2	
<b>CON</b>	17	3	15	2		
<b>INT</b>	16	3	16			
<b>WIS</b>	20	5	16	2	2	
<b>CHA</b>	18	4	18			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
48	48	5	Cleric	3	25		4	1	4	4
TOTAL HP			TOTALS		3	25	0	4	1	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SKILLS RANKS TOTAL 25

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	-2		3	
<input checked="" type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	4		4	
<input type="checkbox"/> CLIMB *	STR	-3		2	
<input checked="" type="checkbox"/> CRAFT:	INT	7	1	3	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	8	1	4	3
<input type="checkbox"/> DISABLE DEVICE *	DEX			3	
<input type="checkbox"/> DISGUISE	CHA	4		4	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	-2		3	
<input type="checkbox"/> FLY *	DEX	-2		3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			4	
<input checked="" type="checkbox"/> HEAL	WIS	13	5	5	3
<input type="checkbox"/> INTIMIDATE	CHA	4		4	
<input checked="" type="checkbox"/> KN: arcana	INT	7	1	3	3
<input checked="" type="checkbox"/> KN: history	INT	8	2	3	3
<input checked="" type="checkbox"/> KN: nobility	INT	7	1	3	3
<input checked="" type="checkbox"/> KN: religion	INT	11	5	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input checked="" type="checkbox"/> LINGUISTICS	INT	7	1	3	3
<input type="checkbox"/> PERCEPTION	WIS	5		5	
<input type="checkbox"/> PERFORM:	CHA	4		4	
<input checked="" type="checkbox"/> PROF:	WIS	9	1	5	3
<input type="checkbox"/> RIDE *	DEX	-2		3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	10	2	5	3
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	5	3	3
<input type="checkbox"/> STEALTH *	DEX	-2		3	
<input type="checkbox"/> SURVIVAL	WIS	5		5	
<input type="checkbox"/> SWIM *	STR	-3		2	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	7	4	3			
<b>REF</b>	4	1	3			
<b>WILL</b>	9	4	5			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	5	3		2		
<b>RANGED</b>	6	3		3		
<b>CMB</b>	6	3	DEX	3		
<b>CMD</b>	22	-10+	B3B	0	5	4

**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
- 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
- Healing Domain (PCR-44)
- Rebuke death: Heal 1d4+lvl/2 dam if below 0 hp
- 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

**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						

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  15,000 / 23,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	30				
<b>INIT</b>	3	=	3	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
mace of elemental air	+5+1	1d8+1d6+2	20,x2		B	8.0	

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

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
ITEM	QTY / USES	WGT N/A	WEIGHT
standard adventurer's kit			

EQUIPMENT & MAGIC ITEMS			
ITEM	QTY / USES	WGT N/A	WEIGHT
Elemental Weapon of Ongpakob			
mace of elemental air			
+1 attack, +1d6 sonic damage			
+2 DEX			
second chance reroll in fly			
immunity to disease			
Daily power: create solid cube of fire 10' per side,			
-range 15', duration 1 min/lvl, 1d6 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			
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			3,300
SILVER			
COPPER			

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

TREASURE CARRIED	
TREASURE	WEIGHT

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	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  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	4	4			
16	1st	6	4	2		
17	2nd	4	3	1		
18	3rd	3	2	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
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	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
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.						

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