CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER			PLAYER				
Ageon "Rhae" Rhaerrent (Pronounced: Ajyen Ray-Rent)			Patrick "AeroBlitz" Guelcher				
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Human	Medium	Male	6'01"	167	Brown	Blue	Caucasian
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION				
18	Lawful Good	None	Shardrose, Diplomat, Member of the Order of the Sword				

LANGUAGES: Common

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

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	15	2	13	2		
DEX	11	0	11			
CON	11	0	11			
INT	13	1	13			
WIS	12	1	12			
CHA	14	2	14			

ABILITY SCORE & RACIAL NOTES: Human Bonus: Strength

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 10

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 10

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Cavalier (Emissary)	10	10	1	0	0	2	0	0	1
FAVORED CLASS: Cavalier (Emissary) — TOTALS			1	0	0	2	0	0	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	= 10 +	5	1	0						
TOUCH	10	= 10 +			0						
FLAT-FOOT	16	= 10 +	5	1	0						

ARMOR CHECK PENALTY: -6

MAXIMUM DEX: 3

SPELL FAILURE: 35%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	2	0			
REF	0	0	0			
WILL	1	0	1			

CLEAR NOTES — COMBAT NOTES & MODIFIERS

-1 Armor check penalty

Charge: double dmg w/ sword, triple w/ lance

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	3	1			2		
RANGED ATTACK MODIFIER	1	1			0		
CMB	3	1	STR		2		
CMD	13	= 10 +	BAB 1	DODGE & DEFLECT 0	STR & DEX 2		

SKILLS

CLEAR SKILLS — RANKS TOTAL: 5

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☐ Acrobatics ♦	DEX	-6		0		
☆☐ Appraise	INT	1		1		
☆☑ Bluff	CHA	2		2		
☆☑ Climb ♦	STR	-4		2		
☆☑ Craft: Armor	INT	1		1		
☆☑ Diplomacy	CHA	6	1	2	3	
☐ Disable Device ♦	DEX			0		
☆☐ Disguise	CHA	2		2		
☆☐ Escape Artist ♦	DEX	-6		0		
☆☐ Fly ♦	DEX	-6		0		
☑ Handle Animal	CHA	6	1	2	3	
☆☐ Heal	WIS	1		1		
☆☑ Intimidate	CHA	6	1	2	3	
☑ Kn: Nobility	INT			1		
☑ Kn: Religion	INT			1		
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Linguistics	INT			1		
☆☐ Perception	WIS	1		1		
☆☐ Perform:	CHA	2		2		
☑ Prof: Brewer	WIS			1		
☆☑ Ride ♦	DEX	-2	1	0	3	
☆☑ Sense Motive	WIS	5	1	1	3	
☐ Sleight of Hand ♦	DEX			0		
☐ Spellcraft	INT			1		
☆☐ Stealth ♦	DEX	-6		0		
☆☐ Survival	WIS	1		1		
☆☑ Swim ♦	STR	-4		2		
☐ Use Magic Device	CHA			2		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Cavalier (Emissary) Features

- Order (Pledged to Order of the Sword)
- Mount (Horse) - 35ft w/ armor
- Proficient with simple/martial weapons, light/medium armor

Feats

- Mount: Light Armor Proficiency
- Mounted Combat (Ride check to negate mount hit)
- Ride-By Attack (Move, strike foe, keep moving)
- Spirited Charge (Charge: double damage with melee, triple with lance)

Rich Parents (900gp starting wealth)

Armor Master (-1 armor check penalty)

EXPERIENCE — SLOW ☐ MEDIUM ☑ FAST ☐ — 0 / 0

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	20	30				35

INIT 0 = 0 (DEX MOD) + (MISC MOD)

HERO

SR — DR

RESISTANCES

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Chainmail (Covers arms, legs and torso - includes gauntlets)	5	3	-4	30	M	40.0
SHIELD	Steel Shield (Light, quickdraw)	1	0	-2	5		7.0

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Gauntlet (One for each arm)		1d3	x2	0	B	0.0	Weight included in armor
Longsword		1d8	19-20 / x2	0	S	4.0	
Crossbow (Light, one-handed shot for -2 penalty)		1d8	19-20 / x2	80	P	6.0	20 bolts (1lb/10)
Lance (Has reach, two-handed)		1d8	x3	0	P	10.0	

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED
Challenge (Order of the Sword gives a bonus)	1	0

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
1	Outfit (Courtiers) - currently wearing	N/A	6.0	0.0

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Belt Pouch	N/A	0.5	3.5
1	Compass	N/A	0.5	
1	Map	N/A	2.0	
1	Everburning Torch	N/A	1.0	
	Masterwork Backpack	N/A	4.0	17.5
1	Flint and Steel	N/A	0.0	
1	Grooming Kit	N/A	2.0	
1	Bedroll	N/A	5.0	
5	Soap	50 ea.	2.5	
1	Iron Pot	N/A	4.0	
	Saddlebags	N/A	8.0	
10	Animal Feed	1d ea.	100.0	
10	Trail Rations	1d ea.	10.0	
1	Mess Kit	N/A	1.0	
1	Grooming Kit	N/A	2.0	
			113.0	

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT
1	Belt Pouch	1.5 ft^3; 10 lbs.	0.5
1	Backpack (Masterwork)	2 ft^3	4.0
1	Saddlebags	5 ft^3; 250 lbs.	8.0

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD	143		
SILVER	8		
COPPER	45		

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
67.0	3.9	33.5		104.4

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
67	133	200	N	200	400	1000
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD — LIGHT ☐ MEDIUM ☑ HEAVY ☐

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