

Câine Fata

CHARACTER
Gnoll Medium Male
 RACE & LA SIZE GENDER
 14 Chaotic Evil Yeenoghu
 AGE ALIGNMENT DEITY

PLAYER
 7'0" 280 lbs brown w/ mottled black yellow fur
 HEIGHT WEIGHT HAIR EYES SKIN
 Storvall Plateau, Varisia, Golarion (ISWG-197)
 HOMETLAND & BACKGROUND OCCUPATION



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

LANGUAGES: Gnoll, Giant, Orc

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	2		
DEX	12	1	12			
CON	16	3	14	2		
INT	14	2	14			
WIS	24	7	20		4	
CHA	6	-2	6			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
92	92	10	Shaman	7	60		3	3	7	10
TOTAL HP			TOTALS							
92			Shaman		7 60 0 3 3 7 10					

ABILITY SCORE & RACIAL NOTES

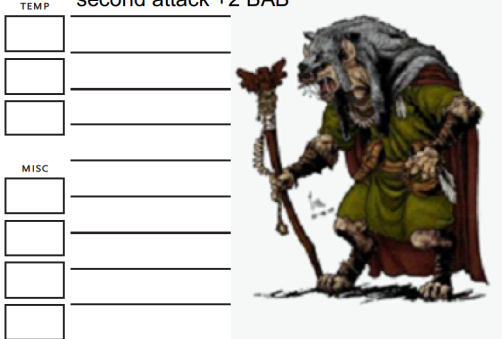
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	12	0	1		2			
TOUCH	11	-10+			1					
FLAT-FOOT	24	-10+	12	0	0		2			

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	60
<input type="checkbox"/> ACROBATICS	DEX	1	1		
<input type="checkbox"/> APPRAISE	INT	2	2		
<input type="checkbox"/> BLUFF	CHA	-2	-2		
<input type="checkbox"/> CLIMB	STR	4	4		
<input checked="" type="checkbox"/> CRAFT: alchemy	INT	12	7	2	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	2	1	-2	3
<input type="checkbox"/> DISABLE DEVICE	DEX			1	
<input type="checkbox"/> DISGUISE	CHA	-2	-2		
<input type="checkbox"/> ESCAPE ARTIST	DEX	1	1		
<input checked="" type="checkbox"/> FLY	DEX	14	10	1	3
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	2	1	-2	3
<input checked="" type="checkbox"/> HEAL	WIS	11	1	7	3
<input type="checkbox"/> INTIMIDATE	CHA	-2	-2		
<input checked="" type="checkbox"/> KN: nature	INT	6	1	2	3
<input checked="" type="checkbox"/> KN: planes	INT	15	10	2	3
<input checked="" type="checkbox"/> KN: religion	INT	15	10	2	3
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> LINGUISTICS	INT			2	
<input type="checkbox"/> PERCEPTION	WIS	7		7	
<input type="checkbox"/> PERFORM	CHA	-2	-2		
<input checked="" type="checkbox"/> PROF:	WIS	11	1	7	3
<input checked="" type="checkbox"/> RIDE	DEX	5	1	1	3
<input type="checkbox"/> SENSE MOTIVE	WIS	7		7	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	10	2	3
<input type="checkbox"/> STEALTH	DEX	1	1		
<input checked="" type="checkbox"/> SURVIVAL	WIS	19	7	7	3 2
<input type="checkbox"/> SWIM	STR	4		4	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-2	
<input type="checkbox"/>	STR				
<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	
FORT	6	3	3			
REF	4	3	1			
WILL	14	7	7			

COMBAT NOTES & MODIFIERS



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	11		4			
RANGED	8		1			
CMB	14	7	WIS	7		
CMD	22	-10+	B7B	DODGE & DEFLECT	STR & DEX	5

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Gnoll (humanoid, gnoll) (ARG-225)	Snapping & Bone-Crushing Jaws - bite attack (MC)
Darkvision 60'; Natural Armor +2	Iron Gut - +2 save vs nauseated & sickened, survival
Class: Shaman (ACG-35) HD: d8, skills 4+Int Mod	Carrion Eater's Resilience +2 save vs poison & disease
Weapon Prof: All Simple; Armor Prof: Lt & Med	Tripping Bite - bite causes trip
Spirit (Su): Bone (ACG-39)	Eldritch Bite - bite is magical and silver for DR purposes
Spirit Animal (Su): Hyena "Råde"	Rending Bite - second bite causes extra 1d6 damage
- under constant blur, 20% concealment	Mighty Bite - critical bite (18-20)
- deliver touch spells	Noxious Bite - add 1 hp acid dam & nauseated 4 rnds
	Extra Hex -
Touch of the Grave (Su): melee touch 1d4+lvl/2 neg. dam	Flame Spirit = default wandering spirit
- or heal undead same amount (3+Cha Mod=1/day)	Touch of Flames (Su): - 1d6 points of fire damage + 1/2/lvl (1/day)
Shard Soul (Su) - x=5d6 dam 10' rad (3/day) reflex, 1/2	
	Wandering Spirit (Su) - Choose different spirit, gain ability, spells, not hexes
	Wandering Hex - Choose 1 Hex from wandering spirit

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 / 105,000

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
30				
INIT	1	=	1	DEX MOD +
HERO				
SR		DR	3/magic	

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Breastplate of Yeenoghu's Blessed +4	12	3	0	25	Med	5.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (noxious, mighty, rending, eldritch, tripping)	+11	1d6+4+1acid	18-20,x2				nauseated 4 rnds & trip
Bone-Tipped Spear +3	+11+3	1d8+4+3+1d6 acid	20,x3	20	P	6.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	7	4	2	1	
19	2nd	7	4	2	1	
20	3rd	6	3	2	1	
21	4th	5	3	1	1	
22	5th	4	2	1	1	
	6th			1		
	7th			1		
	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
			Hexes						
			slumber - cause a creature of any HD to fall asleep	Enchantment	1 rnd/lvl	30'	will	yes	APG
			Bone Lock (Su) - lock joints so target is staggered	Bone	1 rnd/lvl	30'	fort	no	ACG
			Bone Ward (Su) - 1 target (self or other) +3 AC (deflection)	Bone	1 min	touch	none	no	ACG
			Deathly Being (Su) - negative energy heals, positive harms; +4 save vs death, drain	Bone	permanent	personal			ACG
			Fearful Gaze (Su) - cause 1 creature to be frightened and flee	Bone		30'	will		ACG
			Grave Sight (Su): Detect living, wounded, dying, or dead, undead	Bone	permanent	30'			ACG
			Flame Curse (Su): causes a creature to become vulnerable to fire	Flame	2 rnds	30'			ACG
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy	instant	close	will	yes	PCR
0			Detect Magic - Detects all spells and magic items within 60 ft	Divination	conc+1min/lv	60'	none	no	PCR
0			Read Magic - Read scrolls and spellbooks	Divination	10 min/lvl	personal	none	no	PCR
0			Guidance - +1 on one attack roll, saving throw, or skill check	Divination	1 min	touch	will	yes	PCR
0			Touch of Fatigue Touch attack fatigues target.	Necromancy	1 rnd	touch	fort	yes	PCR
1	1		Cause Fear - One creature of 5 HD or less flees for 1d4 rounds	Necromancy	1d4 rnds	close	will	yes	PCR
1			Bane Enemies - take -1 on attack rolls and saves against fear.	Enchantment	1 min/lvl	50'	will	yes	PCR
1			Detect Undead - Reveals undead within 60 ft.	Divination	1 min/lvl	60'	none	no	PCR
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy	instant	touch	fort	yes	PCR
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration	1 rnd/lvl	close	none	no	PCR
1			Protection from Good/Law - +2 to AC and saves, plus additional protection against selected alignment.	Abjuration	1 min/lvl	touch	will	no	PCR
1			Cure Light Wounds Cures 1d8 damage + 1/level (max +5).	Conjuration	instant	touch	will, 1/2	yes	PCR
1			Inflict Light Wounds Touch deals 1d8 damage +1/level (max +5).	Necromancy	instant	touch	will, 1/2	yes	PCR
1			Burning Hands - 1d4/level fire damage (max 5d4)	Evocation	instant	15'	reflex, 1/2	yes	PCR

