Gnoll Medium Male RACE & LA

SIZE GENDER Yeenoahu

7'0" HEIGHT

280 lbs brown w/ mottled black yellow HAIR EYES HAIR WEIGHT

fur

14 Chaotic Evil Yeenoghu						Storvall Plateau, Varisia, Golarion (ISWG-197) HOMELAND & BACKGROUND OCCUPATION ROLLEPLANY LIDIG GAZIMUE*																
AGE	Gnoll		nt Orc	DEITY				HOMELAND & BACKGR	OUND OCCU	PATION					300							\geq
LANGUAGES	: Grion,	Giai	it, Oic												Original by Ne				oyanoo.cor	n. version	1 1.0.2012	
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D	0			111		ATURES, RACIA		FEATS, AND CHARACTER				- 1-24		L (MO)	✓ Spellcraft		INT	15	10	2	3	
				,	(ARG-2	25)		Snapping &						<u> </u>	*□ STEALTH • *☑ SURVIVAL		DEX WIS	19	7	7	3	2
Darkvis								Iron Gut - +2	save v	s naus	seated	& sick	ened, s	survival	*□ SWIM •		STR	4		4	3	
Class:	Shama	an (A	ACG-3	85) HD:	d8, skil	lls 4+Int	Mod	Carrion Eater	r's Resili	ience +	+2 save	vs po	ison & d	disease	☐ USE MAGIC DEV		СНА			-2		
Weapo	n Prof:	All	Simple	e; Armo	or Prof:	Lt & Me	d	Tripping Bite	e - bite o	causes	s trip					STR STR						
Spirit (S	Su): Bo	ne (ACG-	39)				Eldritch Bite -	bite is ı	magica	ıl and s	ilver fo	r DR pu	urposes		STR						
Spirit A	nimal (Su):	Hyer	na "Râd	le"			Rending Bite	- seco	nd bite	cause	s extra	a 1d6 d	lamage		STR						
- unde	r consta	ant b	olur, 20	0% con	cealme	nt		Mighty Bite	- critical	bite (18-20)					STR STR						
- delive	r touch	spe	lls					Noxious Bite	- add 1	hp ac	id dam	& nau	seated	4 rnds	MARK A TO SHOW A	CLASS SKILL. C	CLASS S	KILLS WI	TH RANKS	GAIN A +3	TRAINEL	BONUS
								Extra Hex -		•					EXPERIEN							
Touch o	f the Gr	avo (Su): m	oloo tou	ch 1d/1+	·lvl/2 neg.	dam	Flame Spirit	= defai	ult war	ndering	enirit			SLOW MEDIUM			105,			05,00	
												•		1 (4/1)	SPEED		3		FLY S	SWIM	CLIMB	MISC
					•	Mod=1/		Touch of Flame	s (Su): -	1a6 poir	its of fire	damag	e + 1/2/N	vi (1/day)			_		DEX			MISC
Shard S	Soul (Su	ı) - x	=5d6 c	dam 10'	rad (3/d	lay) refle	x,1/2								INIT	_1	_	1	MOD	+ <u>L</u>		MOD
															HERO							
								Wandering Spirit ((Su) - Choo	ose differ	ent spirit,	gain abili	ty, spells,	not hexes	SR	$\neg $	I	OR	3/mag	ic		
								Wandering H	lex - Ch	oose ′	1 Hex f	rom w	anderin	ng spirit	RESISTANCES							_
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				ARMOR NA	ME & DESCRIF		OR &	WEAPONS	AC BONUS	MAX DEX	PENALTY	SPELL FAII	L TYPE	WEIGHT	POOL POINTS		L					
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pite (110	wious, r	nign	ıy, ren	unig, el	dritch, tri	ippirig)		+11			100+	4+1aci	iu	18-20	,^∠			naus	eated 4	+ mus	α inp	

	FEATS & SPECIAL ABILITIES						F	EATS 8	SPECI/	AL ABILITIE	S		
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			SPELLS PER DAY		BLOODLINES & PATRONS			SPELLS P	ER DAY		
CLA	ss		Shaman	LEVEL 10	BLOODLINE/PATRON		LASS			LEVEL	
SA	/E DC	LEVEL	TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	TOTAL CLAS	ABILITY SS BONUS	MISC	SPELLS KNOWN
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5FT / 2 L	VL	TOTAL	10FT / LVL ZOO	40FT / LVL	PROHIBITED	5FT	/ 2 LVL ZJ	10FT / LVL	BILITY OTHE	40FT / LVI	RENT POINTS
SP	ELL	0	T ABILITY OF	TER CORRENT FOINTS	PROHIBITED		SPELL 0	7	The state of the		RENT FOINTS
POI	NIS I						POINTS				
LEVEL	PREP	USED			SPELLS NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
<u> </u>			Hexes								
<u> </u>			slumber - cause a		· · · · · · · · · · · · · · · · · · ·	Enchantmen		30'	will	yes	APG
\vdash			Bone Lock (Su) - Id			Bone	1 rnd/lvl	30'	fort	no	ACG ACG
\vdash			` ,		other) +3 AC (deflection)	Bone	1 min	touch	none	no	ACG
⊢					ly heals, positive harms; +4 save vs death, drain	Bone	permanent	personal 30'	will		ACG
\vdash			, ,		ure to be frightened and flee ounded, dying, or dead, undead	Bone	permanent	30'	WIII		ACG
\vdash					ure to become vulnerable to fire	Flame	2 rnds	30'			ACG
\vdash			riame ourse (ou).	Causes a creat	ure to become valificiable to fire	riame	211103	30			700
\vdash											
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0			Bleed - Cause a	stabilized creat	ure to resume dying.	Necromancy	instant	close	will	yes	PCR
0			Detect Magic - De	tects all spells	and magic items within 60 ft	Divination	conc+1min/lv	60'	none	no	PCR
0			Read Magic - Rea	ad scrolls and s	pellbooks	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 fa	tigues target.	Necromancy	1 rnd	touch	fort	yes	PCR
1		1	Cause Fear - One	creature of 5 H	ID or less flees for 1d4 rounds	Necromancy	1d4 rnds	close	will	yes	PCR
1			Bane Enemies - ta	ake –1 on attac	rolls and saves against fear.	Enchantmen	1 min/lvl	50'	will	yes	PCR
1			Detect Undead - R	leveals undead	within 60 ft.	Divination	1 min/lvl	60'	none	no	PCR
l 1			Chill Touch - One	touch/level dea	ls 1d6 damage and possibly 1 Str damage.	Necromancy	instant	touch	fort	ves	PCR

Conjuration

Abjuration

Conjuration

Necromancy

Evocation

1 rnd/lvl

1 min/lvl

instant

instant

instant

close

touch

touch

touch

15'

none

will

will,1/2

will,1/2

reflex,1/2 yes

no

yes

PCR

PCR

PCR

PCR

PCR

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Summon Nature's Ally I - Summons creature to fight.

Burning Hands - 1d4/level fire damage (max 5d4)

Cure Light Wounds Cures 1d8 damage + 1/level (max +5).

Inflict Light Wounds Touch deals 1d8 damage +1/level (max +5).

Protection fromGood/Law - +2 to AC and saves, plus additional protection against selected alignment.

		0	SPELLS				4	e e	
LEVEL 2	PREP	USED	NAME & DESCRIPTION False Life - gain 1d10+10 temporary hp	Necromancy	duration 1 hr/lvl	personal	SAVE	sr no	PCR
2	- '			Necromancy	10 min/lvl				PCR
			Resist Energy - target gains resist energy 20 to acid, cold, electricity, fire, or sonic	Abjuration		touch	fort	yes	
2			Bull's Strength Subject gains +4 to Str for 1 min/lvl	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Flame Blade - Touch attack deals 1d8 + 1/two levels damage	Evocation	1 min/lvl	0'	none	yes	PCR
2			Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).	Necromancy	instant	touch	will,1/2	yes	PCR
2			Summon Nature's Ally II Summons creature to fight.	Conjuration	1 rnd/lvl	close	none	no	PCR
2			Touch of Bloodletting - cause existing wounds on a target to bleed profusely, 1 hp rnd & exhausted	Necromancy	1 rnd/lvl	touch	will	yes	ISG
3	1		Animate Dead - Creates undead skeletons and zombies (max HD = 2*IvI)	Necromancy	instant	touch	none	no	PCR
3			Fireball - cause 10d6 fire dam in 20' rad	Evocation	instant	long	reflex,1/2	yes	PCR
3			Bestow Curse6 to 1 ability; -4 attack, saves, and checks; or 50% lose each action	Necromancy	permanent	touch	will	yes	PCR
3			Call Lightning - Calls down lightning bolts (3d6 per bolt per round) from sky	Evocation	1 min/lvl	medium	reflex,1/2	yes	PCR
3			Dispel Magic Cancels one magical spell or effect	Abjuration	instant	medium	none	no	PCR
3			Fly - Subject flies at speed of 60 ft	Transmutation	1 min/lvl	touch	will	yes	PCR
3			Hex Glyph - Inscription casts your hex on those who pass it.	Abjuration	discharge	touch	_	no	ACG
3			Inflict Serious Wounds - Touch attack, 3d8 damage + 1/level (max +15)	Necromancy	instant	touch	will,1/2	yes	PCR
3			Magic Circle against Chaos/Evil/Good/Law - 10-ft. radius	Abjuration	10 min/lvl	touch	will	no	PCR
3			Remove Curse - Frees object or person from curse	Abjuration	instant	touch	will	yes	PCR
3			Speak with Dead - Corpse answers one question/two leve	Necromancy	1 min/lvl	10'	will	no	PCR
3			Summon Nature's Ally III - Summons creature to fight.	Conjuration	1 rnd/lvl	close	none	no	PCR
3			Water Walk - 1 creature/lvl treads on water as if solid	Transmutation	10 min/lvl	touch	will	yes	PCR
								,	
4	1		Fear - Subjects within cone flee for 1 round/level	Necromancy	1 rnd/lvl	30'	will	yes	PCR
4	•		Wall of Fire - opaque sheet of flame up to 20 ft. long/level & 20' high (2d6+10 dam)	Evocation	conc+1rnd/lv		none	yes	PCR
4			Ball Lightning - Flying lightning spheres deal 3d6 electricity damage each.	Evocation	1 rnd/lvl	medium	reflex	yes	APG
4			Fear - Subjects within cone flee for 1 round/level	Necromancy	1 rnd/lvl	30'	will	yes	PCR
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across	Evocation	1 rnd/lvl	long	none	yes	PCR
4			Inflict Critical Wounds - Touch attack, 4d8 damage + 1/level (max +20).	Necromancy	instant	touch	will,1/2	_	PCR
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration		-	will will	yes	PCR
4			Planar Ally, Lesser - Exchange services with a 6 HD extraplanar creature.	Conjuration	instant	touch	none	yes	PCR
4			Restoration - Restores level and ability score drains.	Conjuration	instant		will		PCR
4				-	1 rnd/lvl	touch		yes	PCR
4			Summon Nature's Ally IV - Summons creature to fight.	Conjuration	i iiiu/ivi	close	none	no	FUR
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27			SPELLS				v.	OS 25	
LEVEL 5	PREP 1	USED	NAME & DESCRIPTION Slay Living - Touch attack deals 12d6 + 1 per level	Nocromanov	DURATION	RANGE	fort	SR	PCR
	1			Necromancy	instant	touch		yes	
5			Summon Monster V (fire elementals only)	Conjuration	1 rnd/lvl	close	none	no	PCR
5			Baleful Polymorph - Transforms subject into harmless animal.	Transmutation	permanent	close	fort	yes	PCR
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt.	Evocation	1 min/lvl	long	reflex,1/2	yes	PCR
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rnd/lvl	personal	none	no	PCR
5			Curse, Major - As bestow curse, but harder to remove	Necromancy	permanent	close	will	yes	UM
5			Dispel Chaos/Evil/Good/Law - +4 bonus against attacks.	Abjuration	1 rnd/lvl	touch	-	-	PCR
5			Dominate Person - Controls humanoid telepathically	Enchantment	1 day/lvl	close	will	yes	PCR
5			Flame Strike - Smites foes with divine fire (1d6/level damage), 10' rad	Evocation	instant	medium	reflex,1/2	yes	PCR
5			Inflict Light Wounds, Mass - Deals 1d8 damage + 1/level, affects 1 subject/level.	Necromancy	instant	close	will,1/2	yes	PCR
5			Summon Nature's Ally V - Summons creature to fight.	Conjuration	1 rnd/lvl	close	none	no	PCR
5			True Seeing - Lets you see all things as they really are.	Divination	1 min	touch	will	yes	PCR
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