

Cognoscens Retrorsum

CHARACTER
Nilbog Small Male
RACE & LA SIZE GENDER
14 Neutral Evil Erecura
AGE ALIGNMENT DEITY
 LANGUAGES: **Goblin, Undercommon**

PLAYER
3'2" 34 lbs none red green
HEIGHT WEIGHT HAIR EYES SKIN
Loric Fells, River Kingdoms
HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	16	-2		
DEX	16	3	14	2		
CON	12	1	12			
INT	12	1	12			
WIS	20	5	18		2	
CHA	8	-1	10	-2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
43	11	1	Cavalier	1	5		2	0	0	1			
	28	4	Inquisitor	3	28	4	4	1	4	4			
TOTAL HP			43	FAVORED CLASS	Inquisitor	TOTALS	4	33	4	6	1	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	11	0	3	1				
TOUCH	14	-10+			3	1				
FLAT-FOOT	22	-10+	11	0	0	1				

SKILLS				RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	1	3	
<input type="checkbox"/> APPRAISE	INT	1	1	
<input checked="" type="checkbox"/> BLUFF	CHA	3	1	-1 3
<input checked="" type="checkbox"/> CLIMB *	STR	4	1	2 3
<input checked="" type="checkbox"/> CRAFT:	INT	5	1	1 3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	3	1	-1 3
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	5	1	3 3
<input checked="" type="checkbox"/> DISGUISE	CHA	3	1	-1 3
<input type="checkbox"/> ESCAPE ARTIST *	DEX	1		3
<input type="checkbox"/> FLY *	DEX	1		3
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	7	5	-1 3
<input checked="" type="checkbox"/> HEAL	WIS	9	1	5 3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	7	1	-1 3 4
<input checked="" type="checkbox"/> KN: arcana	INT	5	1	1 3
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1 3
<input checked="" type="checkbox"/> KN: nature	INT	5	1	1 3
<input checked="" type="checkbox"/> KN: planes	INT	6	2	1 3
<input checked="" type="checkbox"/> KN: religion	INT	6	2	1 3
<input type="checkbox"/> KN:	INT			1
<input type="checkbox"/> LINGUISTICS	INT			1
<input checked="" type="checkbox"/> PERCEPTION	WIS	10	2	5 3
<input type="checkbox"/> PERFORM:	CHA	-1		-1
<input checked="" type="checkbox"/> PROF:	WIS	9	1	5 3
<input checked="" type="checkbox"/> RIDE *	DEX	9	5	3 3
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	11	1	5 3 2
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3
<input checked="" type="checkbox"/> SPELLCRAFT	INT	5	1	1 3
<input checked="" type="checkbox"/> STEALTH *	DEX	13	1	3 3 8
<input checked="" type="checkbox"/> SURVIVAL	WIS	11	1	5 3 2
<input checked="" type="checkbox"/> SWIM *	STR	4	1	2 3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1
<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	7	6	1			
REF	4	1	3			
WILL	9	4	5			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	4		2	1	
RANGED	8	4		3	1	
CMB	8	4	WIS	5	1	-2
CMD	18	-10+	B4B	0	5	1

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Nilbog (ToHC-446) (golbinoid)	Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
Small: +1 AC, +1 attack, +4 Stealth Hide	Power Attack -1 attack for +2 damage
Darkvision 60 ft.;	Mounted Combat - Avoid attacks on mount with Ride check
Racial Skills +4 stealth	Bonded Mind (T) - send nonverbal message to allies
Damage Reversal (Ex) damage heals, cure spells damage	Horde Charge (T) +2 attack & dam when charging w/ ally
Spatio-Temporal Reversal (Ex) - Confusion 20' rad	Intimidating Prowess - Add Str Mod to Intimidate Checks
Class: Cavalier HD: d10 skills: 4 + Int Mod	
Weapon Prof: All simple & martial	
Armor Prof: Light, Medium & Heavy Armor & Shields	
Challenge (Ex) 1/day +1 damage, -2 AC all other foes	
Mount (Ex) - as animal companion (see separate sheet)	
Worg named Lupus (separate sheet)	
Order of the Beast (ISC) +1/4 attack for cleave in challenge	
Tactician - grant Teamwork feat to allies w/in 30' (1/day)	

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Order of Erecura Half-plate (agile) +3	11	5	-2	40	H	28.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dogslicer +3	+7+3	1d4+2+3	19-20,x2		S	1.0	
horsechopper +3	+7+3	1d8+3+3	20,x3		P,S	12.0	

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT **8** = **3** DEX MOD + **5** MISC MOD

HERO **SR** **DR**

RESISTANCES

POOL POINTS

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="15"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="6"/>
<input type="text" value="16"/>	<input type="text" value="1st"/>	<input type="text" value="5"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="17"/>	<input type="text" value="2nd"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

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
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Acid Splash - ranged touch attack w/ orb of acid at a target within close range which deals 1d3 acid damage if hit	Conjuration					
0			Brand - Creates permanent brand on target creature.	Transmutation					
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Detect Magic Detects spells and magic items within 60 ft.	Divination					
0			Read Magic Read scrolls and spellbooks.	Divination					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			True Strike - +20 on your next attack roll.	Divination					
1			Wrath - +1/3lvs attack, damage & to CL checks to overcome spell resistance	Enchantment					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
2			Blistering Invective - Make an Intimidate check against all foes within 30 feet; those demoralized take 1d10 fire damage	Evocation					
2			Castigate - Causes target to be shaken and cower.	Enchantment					