

# Cognoscens Retrorsum

CHARACTER  
**Nilbog**      **Small**      **Male**  
RACE & LA      SIZE      GENDER

**14**      **Neutral Evil**      **Erecura**  
AGE      ALIGNMENT      DEITY

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

LANGUAGES: **Goblin, Undercommon**

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>14</b>	<b>2</b>	<b>16</b>	<b>-2</b>		
<b>DEX</b>	<b>16</b>	<b>3</b>	<b>14</b>	<b>2</b>		
<b>CON</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>INT</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>WIS</b>	<b>22</b>	<b>6</b>	<b>18</b>		<b>4</b>	
<b>CHA</b>	<b>8</b>	<b>-1</b>	<b>10</b>	<b>-2</b>		

## HITPOINTS

CURRENT HP	HP GAINED	HD
<b>91</b>	<b>11</b>	<b>1</b>
	<b>70</b>	<b>10</b>
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	<b>91</b>	<b>FAVORED CLASS</b>
		<b>Inquisitor</b>

## CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>Cavalier</b>	<b>1</b>	<b>5</b>		<b>2</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>Inquisitor</b>	<b>7</b>	<b>70</b>	<b>10</b>	<b>7</b>	<b>3</b>	<b>7</b>	<b>10</b>
<b>TOTALS</b>	<b>8</b>	<b>75</b>	<b>10</b>	<b>9</b>	<b>3</b>	<b>7</b>	<b>11</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

## ATTACKS & DEFENSE

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

ARMOR CHECK PENALTY **-2**

MAXIMUM DEX **5**

SPELL FAILURE **40%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>10</b>	<b>9</b>	<b>1</b>			
<b>REF</b>	<b>6</b>	<b>3</b>	<b>3</b>			
<b>WILL</b>	<b>13</b>	<b>7</b>	<b>6</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>11</b>	<b>8</b>		<b>2</b>	<b>1</b>	
<b>RANGED</b>	<b>12</b>	<b>8</b>		<b>3</b>	<b>1</b>	
<b>CMB</b>	<b>13</b>	<b>8</b>	<b>WIS</b>	<b>6</b>	<b>1</b>	<b>-2</b>
<b>CMD</b>	<b>22</b>	<b>-10+</b>	<b>B8B</b>	<b>0</b>	<b>5</b>	<b>-2</b>



## 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	Great Cleave & Cleave - continue to attack until miss
Weapon Prof: All simple & martial	Spirit of the Corps (T) - access ally's aid spell
Armor Prof: Light, Medium & Heavy Armor & Shields	Trade Initiative (T) - trade initiative w/ ally
Challenge (Ex) 1/day +1 damage, -2 AC all other foes	Cavalry Formation (T) - share space with other mounts, & charge through space occupied by allied mount
Mount (Ex) - as animal companion (see separate sheet)	Coordinated Charge (T) - charge the same foe when an ally does
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)	
	Valiant Steed +4 Ride & Handle Animal

## SKILLS

SKILL	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	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	13	11	-1	3
<input checked="" type="checkbox"/> HEAL	WIS	10	1	6	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	7	-1	3
<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	12	8	1	3
<input checked="" type="checkbox"/> KN: religion	INT	9	5	1	3
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> LINGUISTICS	INT			1	
<input checked="" type="checkbox"/> PERCEPTION	WIS	17	8	6	3
<input type="checkbox"/> PERFORM:	CHA	-1		-1	
<input checked="" type="checkbox"/> PROF:	WIS	10	1	6	3
<input checked="" type="checkbox"/> RIDE *	DEX	15	11	3	3
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	19	5	6	3
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	10	6	1	3
<input checked="" type="checkbox"/> STEALTH *	DEX	13	1	3	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	15	1	6	3
<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				

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  **155,000 / 220,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>30</b>					

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

**HERO**

**SR**      **DR**

**RESISTANCES**

**POOL POINTS**

## ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dogslicer +3	<b>+11+3</b>	<b>1d4+2+3</b>	<b>19-20,x2</b>		<b>S</b>	<b>1.0</b>	
horsechopper +3	<b>+11+3</b>	<b>1d8+3+3</b>	<b>20,x3</b>		<b>P,S</b>	<b>12.0</b>	



**SPELLS PER DAY**

CLASS	Inquisitor		LEVEL	10		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					6
17	1st	7	5	2		5
18	2nd	6	4	2		5
19	3rd	4	3	1		4
20	4th	2	1	1		2
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**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					
1			Interrogation - Target answers questions or suffers pain.	Necromancy					
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					
2			Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).	Necromancy					
2			Instrument of Agony - Weapon exudes divine fury, granting +2 bonus on Intimidate checks.	Transmutation					
2			Stricken Heart - Touch attack deals 2d6 damage and staggers target.	Necromancy					
3			Coordinated Effort - Grants allies a teamwork feat.	Divination					
3			Heroism - Gives +2 bonus on attack rolls, saves, skill checks.	Enchantment					
3			Inflict Serious Wounds - Touch attack, 3d8 damage + 1/level (max +15).	Necromancy					
3			Sadomasochism - after hit foe rolls twice and takes higher dam; will save or demoralized	Necromancy					
4			Geas, Lesser - Commands subject of 7 HD or less.	Enchantment					
4			Shared Wrath - As wrath, but affects multiple creatures.	Enchantment					