

Forråtneise
 CHARACTER: **Minotaur** Medium Male
 RACE & LA: **17** Chaotic Neutral Baphomet
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER: **6'10"** 289 lbs black yellow brown
 HEIGHT WEIGHT HAIR EYES SKIN
 Menador Mountains, Nidal
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Giant, Infernal, Abyssal, Celestial, Draconic



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	14	4		
DEX	10	0	12	-2		
CON	10	0	10			
INT	18	4	18			
WIS	10	0	10			
CHA	14	2	16	-2		

HITPOINTS		
CURRENT HP	HP GAINED	HD
7	6	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	7	FAVORED CLASS: Witch

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Putrefactor (Witch)	0	6	1	0	0	2	1		
TOTALS	0	6	1	0	0	2	1		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%

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

COMBAT NOTES & MODIFIERS

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	0		4		
RANGED	0	0		0		
CMB	4	0	INT	4		
CMD	14	-10+	BOB	0	STR & DEX	4



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race Minotaur (monstrous humanoid) (ARC 214)	Class: Witch HD: d6; skills 2 + Int Mod
Darkvision 60'	Archetype: Putrefactor (BotC-16)
Powerful Charge: Gore attack w/ charge double damage +1.5 Str Mod	Weapon Prof: All Simple; Armor Prof: None
Natural Cunning: Never Caught Flat-Footed	Infestation of Entropy: Body hosts swarm infestation
Surveyor: +1 Perception & Profession (sailor)	Familiar: House Centipede (UM) (Master gains +3 Stealth)
Loner: +2 Survival & Class skill	Patron: Rot
Horns: Gore attack for 1d4 damage	Hex: Disgorge Familiar (Ex): Cough up familiar

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX 0		0		
* APPRAISE	INT 4		4		
* BLUFF	CHA 2		2		
* CLIMB +	STR 4		4		
* CRAFT:	INT 4		4		
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE +	DEX		0		
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST +	DEX 0		0		
* FLY +	DEX 0		0		
* HANDLE ANIMAL	CHA		2		
* HEAL	WIS 0		0		
* INTIMIDATE	CHA 6	1	2	3	
* KN: arcana	INT 8	1	4	3	
* KN: history	INT		4		
* KN: nature	INT 8	1	4	3	
* KN: planes	INT 8	1	4	3	
* KN:	INT		4		
* KN:	INT		4		
* LINGUISTICS	INT		4		
* PERCEPTION	WIS 1		0		1
* PERFORM:	CHA 2		2		
* PROF: (sailor)	WIS		0		1
* RIDE +	DEX 0		0		
* SENSE MOTIVE	WIS 0		0		
* SLEIGHT OF HAND +	DEX		0		
* SPELLCRAFT	INT 8	1	4	3	
* STEALTH +	DEX 3		0		3
* SURVIVAL	WIS 6	1	0	3	2
* SWIM +	STR 4		4		
* 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

EXPERIENCE: SLOW MEDIUM FAST 0 / 2,000

SPEED 30

INIT 0 = 0 DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

Compelling Curse: Foes Will save (DC 10+HD/2+ChaMod) or ChaMod dam is nonlethal

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: Cloak of Cattle +1 Natural AC						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
gore	+4	1d4+4	20,x2		P		
dagger (melee)	+4	1d4+4	19-20,x2		S	1.0	
dagger (thrown)		1d4	19-20,x2	10	P	1.0	
quarterstaff	+4	1d6/1d6+6	20,x2		B	4.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	2	1	1		
	2nd			1		
	3rd			1		
	4th			1		
	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				

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
			Knows all 0-level cantrips						
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Putrefy Food and Drink - Makes food and water inedible.	Transmutation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Spark - Ignites flammable objects.	Evocation					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
1			Decompose Corpse - Rapidly decompose corpse leaving clean skeleton	Necromancy					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Enchantment					
1			Charm Person - Makes one person your friend.	Enchantment					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Fumble tongue - Target cannot speak intelligently.	Enchantment					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					