

**Fórrátneise**  
 CHARACTER: **Minotaur** Medium Male  
 RACE & LA: **17** Chaotic Neutral Baphomet  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Giant, Infernal, Abyssal, Celestial, Draconic, Abyssal, Necril

**Hebeloma**  
 PLAYER: **6'10"** **289 lbs** **black** **yellow** **brown**  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Menador Mountains, Nidal  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>18</b>	<b>4</b>	<b>14</b>	<b>4</b>		
<b>DEX</b>	<b>10</b>	<b>0</b>	<b>12</b>	<b>-2</b>		
<b>CON</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>INT</b>	<b>22</b>	<b>6</b>	<b>18</b>		<b>4</b>	
<b>WIS</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>CHA</b>	<b>14</b>	<b>2</b>	<b>16</b>	<b>-2</b>		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
<b>52</b>	42	10	Putrefactor (Witch)	5	70	10	3	3	9	10			
TOTAL HP			Witch		TOTALS		5	70	10	3	3	9	10

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>13</b>	-10+	<b>0</b>	<b>0</b>	<b>0</b>		<b>3</b>			
<b>TOUCH</b>	<b>10</b>	-10+		<b>0</b>						
<b>FLAT-FOOT</b>	<b>13</b>	-10+	<b>0</b>	<b>0</b>	<b>0</b>		<b>3</b>			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>3</b>	<b>3</b>	<b>0</b>			
<b>REF</b>	<b>3</b>	<b>3</b>	<b>0</b>			
<b>WILL</b>	<b>9</b>	<b>9</b>	<b>0</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>9</b>	<b>5</b>		<b>4</b>		
<b>RANGED</b>	<b>5</b>	<b>5</b>		<b>0</b>		
<b>CMB</b>	<b>11</b>	<b>5</b>	<b>INT</b>	<b>6</b>		
<b>CMD</b>	<b>19</b>	-10+	<b>B5B</b>	<b>0</b>	<b>4</b>	



**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
	Verminous Blood (Ex): P & S damage causes foe to take 2d6 dam
	Putrefied Innards (Ex): 50% chance to negate critical hit
	Disgorge Swarm (Ex): for 2hp/lvl, cast vomit swarm (1/hr)
Extra Hex	Cauldron* (Ex): Brew Potion feat & +4 craft (alchemy)
Steering Strike: Critical hit with gore attack repositions foe	Flight (Su): lvl min/day as per spell
Dunamaphagy - After critical or reduce to 0 hp, +2 Str & +5 temp hp for 1 min	Cook People (Su): bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning,
Iron Will +2 Will	owl's wisdom, or age resistance, neutralize poison, remove disease (1 hr)
Compelling Curse: Foes Will save (DC 10+HD/2+ChaMod) or ChaMod dam is nonlethal	Slumber (Su): any HD foe w/in 30 (Will Save)

SKILLS					RANKS TOTAL	70
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input type="checkbox"/> ACROBATICS	DEX	0	0			
<input type="checkbox"/> APPRAISE	INT	6	6			
<input type="checkbox"/> BLUFF	CHA	2	2			
<input type="checkbox"/> CLIMB	STR	4	4			
<input checked="" type="checkbox"/> CRAFT: (alchemy)	INT	15	2	6	3	4
<input type="checkbox"/> DIPLOMACY	CHA	2	2			
<input type="checkbox"/> DISABLE DEVICE	DEX		0			
<input type="checkbox"/> DISGUISE	CHA	2	2			
<input type="checkbox"/> ESCAPE ARTIST	DEX	0	0			
<input checked="" type="checkbox"/> FLY	DEX	5	2	0	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA		2			
<input type="checkbox"/> HEAL	WIS	0	0			
<input checked="" type="checkbox"/> INTIMIDATE	CHA	8	3	2	3	
<input checked="" type="checkbox"/> KN: arcana	INT	19	10	6	3	
<input checked="" type="checkbox"/> KN: history	INT	18	9	6	3	
<input checked="" type="checkbox"/> KN: nature	INT	17	8	6	3	
<input checked="" type="checkbox"/> KN: planes	INT	19	10	6	3	
<input type="checkbox"/> KN:	INT		6			
<input type="checkbox"/> KN:	INT		6			
<input type="checkbox"/> LINGUISTICS	INT		6			
<input type="checkbox"/> PERCEPTION	WIS	0	0			
<input type="checkbox"/> PERFORM:	CHA	2	2			
<input checked="" type="checkbox"/> PROF: (sailor)	WIS	4	1	0	3	
<input type="checkbox"/> RIDE	DEX	0	0			
<input type="checkbox"/> SENSE MOTIVE	WIS	0	0			
<input type="checkbox"/> SLEIGHT OF HAND	DEX		0			
<input checked="" type="checkbox"/> SPELLCRAFT	INT	19	10	6	3	
<input type="checkbox"/> STEALTH	DEX	0	0			
<input checked="" type="checkbox"/> SURVIVAL	WIS	13	10	0	3	
<input type="checkbox"/> SWIM	STR	4	4			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	10	5	2	3	
<input type="checkbox"/>	STR					
<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  105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	<b>30</b>				
<b>INIT</b>	<b>0</b>	=	<b>0</b>	DEX MOD	+ <b>0</b>
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: Cloak of Cattle +3 Natural AC						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
gore +2	+9+2	1d4+4+1	20,x2		P		
dagger +2 (melee)	+9+2	1d4+4+1	19-20,x2		S	1.0	
dagger +2 (thrown)	+5+2	1d4+1	19-20,x2	10	P	1.0	
quarterstaff	+9	1d6/1d6+6	20,x2		B	4.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Familiar: House Centipede (Tiny, Vermin)		
Init +3 Darkvision 60' Perception +4		
AC 20+1, Touch 18, Flat 17+1 (+3 Dex; +5 Natural; +2 Size)		
HP 26; Fort +2; Ref +3; Will +9; Immune: mind-affecting effects		
Speed 40; climb 40; Bite +5 + poison		
Str 1 Dex 17 Con 10 Int 8 Wis 10 Cha 2 BAB +2 CMB +1 CMD 6		
Skills Climb +11, Perception +4, Stealth +19;		
Improved Evasion: Reflex save for half dam; 0 dam; failed then half		
+ Alertness; Share Spells, Empathic Link, Deliver touch spells & Speak w/ Master		
Poison—injury; save Fort DC 10; frequency 1/rnd for 2 mds; effect daze 1 rd; cure 1 save.		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	daggers +2			
	quarterstaff			
	silver horn tips +2			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Cloak of Cattle +3 Natural AC			
	-transform into auroch or bison 1/day (7 min)			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
6.0	0.0	0.0		6.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
101	202	303		303	606	1515
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	6	4	2		
18	2nd	6	4	2		
19	3rd	4	3	1		
20	4th	4	3	1		
21	5th	3	2	1		
	6th			1		
	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					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation					
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
2			Commune with Birds - You can ask birds a question.	Divination					
2			Control Vermin - Control vermin as if animals	Transmutation					
2			Hold Person - Paralyzes one humanoid for 1 round/level.	Enchantment					
2			Levitate - Subject moves up and down at your direction	Transmutation					
2			Raven's Flight - You turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn.	Transmutation					
2			Steal Breath - steal breath from lungs, dealing damage & unable to speak, use breath weapons, or cast spells	Transmutation					
2			Summon Swarm - Summons swarm of bats, rats, or spiders.	Conjuration					
2			Vomit Swarm - Produces a spider swarm that fights for you.	Conjuration					

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Ash Storm - Hamper vision and movement.	Conjuration					
3			Bestow Curse - -6 ability score; -4 attack, saves, and checks; or 50% chance of losing action.	Necromancy					
3			Call the Void - An aura of nothingness damages and suffocates creatures adjacent to you.	Evocation					
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment					
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Excruciating Deformation - Target takes Dex and Con damage.	Transmutation					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Lightning Bolt - Electricity deals 1d6/level damage.	Evocation					
3			Speak with Dead - Corpse answers one question/two levels.	Necromancy					
3			Summon Monster III - Summons extraplanar creature to fight for you.	Conjuration					
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Necromancy					
3			Vermin Shape I - Take the form and some of the powers of a Small or Medium vermin.	Transmutation					
4			Abyssal Vermin - Grant one vermin or vermin swarm the fiendish creature simple template.	Transmutation					
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.	Evocation					
4			Black Tentacles - Tentacles grapple all creatures within a 20-ft. spread.	Conjuration					
4			Charm Monster - Makes monster believe it is your ally.	Enchantment					
4			Confusion - Subjects behave oddly for 1 round/level.	Enchantment					
4			Daze, Mass - As daze, but affecting multiple creatures.	Enchantment					
4			Fear - Subjects within cone flee for 1 round/level.	Enchantment					
4			Geas, Lesser - Commands subject of 7 HD or less.	Enchantment					
4			Ice Storm = Hail deals 5d6 damage in cylinder 40 ft. across	Evocation					
4			Inflict Serious Wounds - Touch attack, 3d8 damage + 1/level (max +15).	Necromancy					
4			Shadow Step - Teleport from one shadow to another.	Illusion					
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
4			Vermin Shape II - As vermin shape, but Tiny or Large.	Transmutation					
4			Volcanic Storm - Hot rocks deal 5d6 damage.	Evocation					
5			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					
5			Charm Person, Mass - As charm person, but affects multiple creatures within 30 ft.	Enchantment					
5			Cloudkill - Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	Conjuration					
5			Contagion, Greater - Infect a subject with a magical disease.	Necromancy					
5			Curse, Major - As bestow curse, but harder to remove.	Necromancy					
5			Inflict Critical Wounds - Touch attack, 4d8 damage + 1/level (max +20).	Necromancy					
5			Reincarnate - Brings dead subject back in a random body.	Transmutation					
5			Summon Monster V - Summons extraplanar creature to fight for you.	Conjuration					
5			Teleport - Instantly transports you as far as 100 miles per level.	Transmutation					