

Wolfgang Nekro

CHARACTER
Tiefling (Grimspawn) Medium Male
RACE & LA SIZE GENDER
57 Chaotic Neutral Charon the Ferryman
AGE ALIGNMENT DEITY

Joseph

PLAYER
6'1" 170 lbs Dark Red Maroon Gray
HEIGHT WEIGHT HAIR EYES SKIN



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

LANGUAGES: Common, Infernal, Abyssal, Celestial, Draconic, Undercommon, Goblin, Sylvan

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 26, HP GAINED 22, HD 4. CLASS RECORDER: CLASS NAME Necromancer, BAB 2, SKILL 28, FC HPS 4, FORT 1, REF 1, WILL 4, LEVELS 4.

ABILITY SCORE & RACIAL NOTES

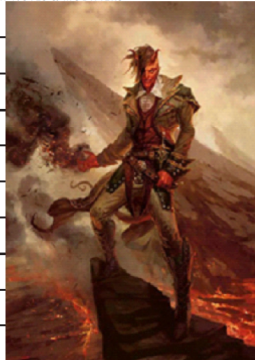
CONDITIONS & MISCELLANEOUS TRACKING

SKILLS table with columns: SKILL, DEX, INT, CHA, STR, WIS, RANKS TOTAL, ABILITY, TRAINED, MISC.

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP.

SKILLS table (continued) listing various skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Linguistics, Perception, Perform, Prof: bookmaker, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.



ATTACKS table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

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

Race: Tiefling (Grimspawn - Daemonborn) Improved Initiative +4
Defensive Racial Traits: Fiendish Resistance: cold, electricity & fire 5 Craft Wondrous Item
Darkvision 60'
Natural Skills +2 Disable Device & Sleight of Hand
Deathkneel (Sp) touch dying foe, gain 1d8 hp & +2 Str 10min/foe lvl (1/day)
Soul Eater: when opponent reduced to 0 hp; gain lvl/2 temp HP for 1 minute
Class: Wizard HD: d6 skills 2 + Int Mod
Weapon and Armor Prof. Simple Weapons & no armor
Arcane Bond - Spellbook - cast any spell in book (1/day)
Scribe Scroll
Arcane School - Necromancy; prohibited Enchantment & Illusion
Command Undead (9/day) DC = 10+lvl/2+ChaMod= 14
Grave Touch (Sp) melee touch attack causes shaken (3+IntMod=8/day)

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 [x] FAST [] 9,000 / 15,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS section.

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: Cloak of Resistance (+2 AC Fortitude, Reflex, and Will).

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: quarterstaff, daggers of bleeding +2 (4).

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	5	4		1	
17	1st	6	3	2	1	
18	2nd	5	2	2	1	
	3rd			1		
	4th			1		
	5th			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
0			Ray of Frost - deals 1d3 cold damage.	Evocation					
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Disrupt Undead - Deals 1d6 damage to one undead.	Necromancy					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Acid Splash - Orb deals 1d3 acid damage.	Conjuration					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Detect Poison - Detects poison in one creature or small object.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
0			Open/Close - Opens or closes small or light things.	Transmutation					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Burning Hands - 1d4/level fire damage (max 5d4).	Evocation					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Evocation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Repair Undead Heals one undead of 1d8 hp + 1/level (max +5).	Necromancy					ACG
1			Interrogation - Target answers questions or suffers pain.	Necromancy					UM
2			Ghoul Touch - Paralyzes one subject, which exudes stench that makes those nearby sickened.	Necromancy					CRB
2			Fire Breath - 15' cone of fire - 1st rnd (4d6), 2nd rnd (2d6), 3rd rnd (1d6)	Evocation					APG
90			Epic Spell of Epicness - kills foes instantly, use at will, no saving throw	Epic	lasts foreve	infinite	none	no	made-up
2			Stone Call 2d6 damage to all creatures in area, 40' radius	Conjuration	1 rnd/lvl	medium			
2			Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					

