Wolfgang Nekro

CHARACTER

Joseph
PLAYER

Tiefling (Grimspawn)

Medium

Male

Gender

Male

Gender

Maroon

Fight

Fight

Medium

Maroon

Fight



Gray

SKIN

Chaotic Neutral Charon the Ferryman 57 HOMELAND & BACKGROUND OCCUPATION Common, Infernal, Abyssal, Celestial, Draconic, Undercommon, Goblin, Sylvan Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 LANGUAGES HITPOINTS **CLASS RECORDER** ARILITY SCORE 10 0 10 **STR** 22 4 Necromancer 2 28 4 1 4 4 4 2 19 17 DEX 12 1 12 CON NONLETHAI 22 INT 6 18 2 2 12 1 14 -2 WIS 2 28 4 1 4 TOTAL HP 26 Necromancer **TOTALS** 3 16 **CHA** 16 CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 4 4 **ATTACKS & DEFENSE** APPRAISE INT 10 6 3 BLUFF СНА 3 3 AC 16 0 4 =10+ ⋆□ CLIMB ◆ STR 0 0 CRAFT: scrolls 13 6 3 14 4 MAXIMUM **TOUCH** =10 DIPLOMACY CHA 3 3 ☐ DISABLE DEVICE ◆ DEX 4 SPELI 12 0 0 0% FLAT-FOOT **-10**+ FAILURE Disguise CHA 3 3 ★□ ESCAPE ARTIST ◆ DEX 4 4 DEX ELY • 11 AVING THROWS ABILITY ☐ HANDLE ANIMAL 2 CHA 3 4 1 **FORT** 1 ∗□ HEAL WIS 1 7 1 4 2 СНА REF 3 3 ☑ KN: (all) INT 13 6 2 WILL 4 1 ☐ Kn: INT 6 ☐ KN: INT 6 ATTACKS BASE ATTACK BONUS ☐ KN: INT 6 MELEE 2 0 2 ☐ Kn: 6 INT ☐ KN: INT 6 RANGED 6 2 4 ■ LINGUISTICS INT 10 6 3 *□ PERCEPTION WIS 4 3 1 **CMB** 8 2 INT 6 → PERFORM: 3 ☑ PROF: bookmaker WIS 7 3 1 3 CMD 16 B2B 0 = 10 + ∗□ Ride • DEX 4 4 E SENSE MOTIVE 1 **FEATS & FEATURES** ☐ SLEIGHT OF HAND ◆ DEX 4 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES ✓ Spellcraft INT 13 6 3 Race: Tiefling (Grimspawn - Daemonborn) Improved Initiative +4 ⋆□ STEALTH ◆ DEX 4 4 ⋆□ SURVIVAL WIS Craft Wondrous Item Defensive Racial Traits: Fiendish Resistance: cold, electricity & fire 5 ÷□ Swiм • STF 0 0 Darkvision 60' ☐ USE MAGIC DEVICE СНА 7 3 STR Natural Skills +2 Disable Device & Sleight of Hand STR Deathknell (Sp) touch dying foe, gain 1d8 hp & +2 Str 10min/foe lvl (1/day) STR STR Soul Eater: when opponent reduced to 0 hp; gain IvI/2 temp HP for 1 minute STR Class: Wizard HD: d6 skills 2 + Int Mod STR Weapon and Armor Prof. Simple Weapons & no armor Arcane Bond - Spellbook - cast any spell in book (1/day) EXPERIENCE 9,000 15,000 FAST 🗖 Scribe Scroll BASE CLIMB 30 **SPEED** Arcane School - Necromancy; prohibited Enchantment & Illusion MISC 4 Command Undead (9/day) DC = 10+lvl/2+ChaMod= 14 INIT Grave Touch (Sp) melee touch attack causes shaken (3+IntMod=8/day) **HERO** SR DR **RESISTANCES** cold 5, electricity 5, fire 10 **ARMOR & WEAPONS POOL POINTS** 2 Cloak of Resistance (+2 AC Fortitude, Reflex, and Will)

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff	+2	1d6/1d6 +0	20,x2		В	4.0	
daggers of bleeding +2 (4)	+6+2	1d4+2	19-20,x2	10	P/S	1.0	+2 bleed dam/rnd

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Ħ	Potion of Cure Moderate Wounds (2d8+4)	QTY / USES	WGT N/A	WEIGHT	#		of Summoning			Undead	d		QTY / USES	WGT N/A	WEIGHT
	Scroll of Invisibility				1	1d4+1	Flaming Zombi	ies (3	3/da	y)					
	Scroll of Greater Invisibility				1 🗆	1d2 Fla	aming Wights (2	2/day	/)						
	Scroll of Mass Heroism					1 Flam	ing Mummy (1/	day)							
	Hellfire Ruby (1000 gp, Fire DR 5 if kept on person)				JL	- all atta	ack deal fire dar	nage	and	d may se	et target	aflame			
	Rod of Greater Illusion				↓ L	- all cre	eatures are imn	nune	to f	ire dam	age				
	Daggers of bleeding +2	4			┦┞										
	Scroll of Animate Dead				┦┞	Cloak	of Resistance (+:	2 AC	For	titude, F	Reflex, a	nd Will)			
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LEVEL	PREP	USED							& DESCRIPTION		SPELI	.S	schoo	L	DU	IRATION	RAN	GE	SAVE	SR	REFERENCE	
0				Ray of Frost - deals 1d3 cold damage.									Evocat	ion								
0				Bleed - Cause a stabilized creature to resume dying.										ancy								
0				Disrupt Undead - Deals 1d6 damage to one undead.																		
0			Touch of Fatigue - Touch attack fatigues target.											ancy								
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.										Transmu									
0			Acid Splash - Orb deals 1d3 acid damage.										Conjura									
0			Detect Magic - Detects all spells and magic items within 60 ft.										Divinat									
0			Detect Poison - Detects poison in one creature or small object.										Divinat									
0			Read Magic - Read scrolls and spellbooks.										Divinat									
0			Mage Hand - 5-pound telekinesis. Mending - Makes minor repairs on an object.										Transmu									
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1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe										Transmu									
1			Enlarge Person - Humanoid creature doubles in size.										Necrom								ACG	
1			Repair Undead Heals one undead of 1d8 hp + 1/level (max +5). Interrogation - Target answers questions or suffers pain.										Necrom								UM	
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2			Ghoul	Touch -	Paralyz	es one s	ubject, w	vhich	exudes ster	nch tha	t makes those r	nearby sickened.	Necrom	ancv							CRB	
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an			Fire Breath - 15' cone of fire - 1st rnd (4d6), 2nd rnd (2d6), 3rd rnd (1d6)										Enic		looto	foreve	infin	, ita	none	+	made_up	

Conjuration

Conjuration

1 rnd/lvl

medium

Stone Call 2d6 damage to all creatures in area, 40' radius

Summon Monster II - Summons extraplanar creature to fight for you.

2

2

			SPELLS			8	8)	0 - 3	
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	1 rnd/lvl	RANGE	SAVE	SR	REFERENCE
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation	i mu/ivi				
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocation					
2			Scorching Ray - Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).	Evocation					
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
2			Spectral Hand - Creates disembodied glowing hand to deliver touch attacks.	Necromancy					
2			Steal Breath - do 2d6 damage and no spell casting or breath weapon	Transmutation					
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