

Caine Fata

CHARACTER
Gnoll Medium Male
RACE & LA SIZE GENDER
14 Chaotic Evil Yeenoghu
AGE ALIGNMENT DEITY

PLAYER
7'0" 280 lbs brown w/ mottled black yellow fur
HEIGHT WEIGHT HAIR EYES SKIN
Storvall Plateau, Varisia, Golarion (ISWG-197)
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Gnoll, Giant, Orc

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 11, HP GAINED 11, HD 1. CLASS RECORDER: CLASS NAME Shaman, BAB 0, SKILL 6, FC HPS 0, FORT 0, REF 0, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 6

ATTACKS & DEFENSE. AC 19, TOUCH 11, FLAT-FOOT 18. Dodge 2, Natural 2, Deflect 2, Misc 2, Temp 2.

Skills list including Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Perception, Perform, Prof, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.



SAVING THROWS. FORT 3, REF 1, WILL 7. Class Base 0, Ability 3, Enhance 0, Misc 0, Temp 0.

ATTACKS. MELEE 4, RANGED 1, CMB 5, CMD 15. Base Attack Bonus 0, Temp 0, Ability 4, Size 1, Misc 5.

FEATS & FEATURES

Race: Gnoll (humanoid, gnoll) (ARG-225) Snapping Jaws - bite attack (MC)
Darkvision 60'; Natural Armor +2 Extra Hex -
Class: Shaman (ACG-35) HD: d8, skills 4+Int Mod
Weapon Prof: All Simple; Armor Prof: Lt & Med
Spirit (Su): Bone (ACG-39)
Spirit Animal (Su): Hyena "Råde"
- under constant blur, 20% concealment
Touch of the Grave (Su): melee touch 1d4+1/2 neg. dam
- or heal undead same amount (3+Cha Mod=1/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 [ ] 0 / 2,000

SPEED 30, INIT 1, HERO, SR, DR, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

ARMOR: Breastplate of Yeenoghu's Blessed AC BONUS 6, MAX DEX 3, PENALTY 0, SPELL FAIL 25, TYPE Med, WEIGHT 5.0

WEAPON TABLE with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for bite and spear.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	spear			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Breastplate of Yeenoghu's Blessed			
	- no check or move penalty, reduced weight			

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
11.0	0.0	0.0		11.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
101	202	303	<b>N</b>	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 **Shaman** LEVEL **1**

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

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **110** LONG: 400FT + 40FT / LVL **440**

SPELL POINTS **0** TOTAL CLASS ABILITY OTHER CURRENT POINTS

**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**

SPELL POINTS **0** TOTAL CLASS ABILITY OTHER CURRENT POINTS

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hexes						
			slumber - cause a creature of any HD to fall asleep	Enchantment	1 rnd/lvl	30'	will	yes	APG
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy	instant	close	will	yes	PCR
0			Detect Magic - Detects all spells and magic items within 60 ft	Divination	conc+1min/lv	60'	none	no	PCR
0			Read Magic - Read scrolls and spellbooks	Divination	10 min/lvl	personal	none	no	PCR
0			Guidance - +1 on one attack roll, saving throw, or skill check	Divination	1 min	touch	will	yes	PCR
0			Touch of Fatigue Touch attack fatigues target.	Necromancy	1 rnd	touch	fort	yes	PCR
1	1		Cause Fear - One creature of 5 HD or less flees for 1d4 rounds	Necromancy	1d4 rnds	close	will	yes	PCR
1			Bane Enemies - take -1 on attack rolls and saves against fear.	Enchantment	1 min/lvl	50'	will	yes	PCR
1			Detect Undead - Reveals undead within 60 ft.	Divination	1 min/lvl	60'	none	no	PCR
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy	instant	touch	fort	yes	PCR
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration	1 rnd/lvl	close	none	no	PCR
1			Protection from Good/Law - +2 to AC and saves, plus additional protection against selected alignment.	Abjuration	1 min/lvl	touch	will	no	PCR
1			Cure Light Wounds Cures 1d8 damage + 1/level (max +5).	Conjuration	instant	touch	will, 1/2	yes	PCR
1			Inflict Light Wounds Touch deals 1d8 damage +1/level (max +5).	Necromancy	instant	touch	will, 1/2	yes	PCR