

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

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
STR	18	4	14	4		
DEX	10	0	12	-2		
CON	10	0	10			
INT	20	5	18		2	
WIS	10	0	10			
CHA	14	2	16	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
27	22	5	Putrefactor (Witch)	2	32	5	1	1	6	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	27	FAVORED CLASS	Witch	TOTALS	2	32	5	1	1	6	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	12	-10+	0	0	0		2			
TOUCH	10	-10+		0						
FLAT-FOOT	12	-10+	0	0	0		2			

SKILLS RANKS TOTAL 32

	ABILITY	RANKS	TRAINED	MISC		
* ACROBATICS	DEX	0	0			
* APPRAISE	INT	5	5			
* BLUFF	CHA	2	2			
* CLIMB	STR	4	4			
* CRAFT (potions)	INT	9	1	5	3	
* DIPLOMACY	CHA	2	2			
* DISABLE DEVICE	DEX		0			
* DISGUISE	CHA	2	2			
* ESCAPE ARTIST	DEX	0	0			
* FLY	DEX	4	1	0	3	
* HANDLE ANIMAL	CHA		2			
* HEAL	WIS	0	0			
* INTIMIDATE	CHA	8	3	2	3	
* KN: arcana	INT	13	5	5	3	
* KN: history	INT	12	4	5	3	
* KN: nature	INT	11	3	5	3	
* KN: planes	INT	13	5	5	3	
* KN:	INT		5			
* KN:	INT		5			
* LINGUISTICS	INT		5			
* PERCEPTION	WIS	1	0	0	1	
* PERFORM	CHA	2	2			
* PROF: (sailor)	WIS		0	0	1	
* RIDE	DEX	0	0			
* SENSE MOTIVE	WIS	0	0			
* SLEIGHT OF HAND	DEX		0			
* SPELLCRAFT	INT	13	5	5	3	
* STEALTH	DEX	3	0	0	3	
* SURVIVAL	WIS	10	5	0	3	2
* SWIM	STR	4	4			
* USE MAGIC DEVICE	CHA		2			
	STR					
	STR					
	STR					
	STR					
	STR					
	STR					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	1	0			
REF	1	1	0			
WILL	6	6	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	2		4		
RANGED	2	2		0		
CMB	7	2	INT	5		
CMD	16	-10+	B2B	0	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
	Verminous Blood (Ex): P & S damage causes foe to take 1d6 dam
	Putrefied Innards (Ex): 25% chance to negate critical hit
Dunamiphagy - After critical or reduce to 0 hp, +2 Str & +5 temp hp for 1 min	
Iron Will +2 Will	
Compelling Curse: Foes Will save (DC 10+HD/2+ChaMod) or ChaMod dam is nonlethal	

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 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 0 = 0 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Cloak of Cattle +2 Natural AC						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
gore +1	+6+1	1d4+4+1	20,x2		P		
dagger +1 (melee)	+6+1	1d4+4+1	19-20,x2		S	1.0	
dagger +1 (thrown)	+2+1	1d4+1	19-20,x2	10	P	1.0	
quarterstaff	+6	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 18+1, Touch 16, Flat 15+1 (+3 Dex; +3 Natural; +2 Size)		
HP 13; Fort +2; Ref +3; Will +6; 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 +1			
	quarterstaff			
	silver horn tips +1			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Cloak of Cattle +2 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			
PLATINUM	CARRIED	CARRIED WGT N/A	STORED
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	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
101	202	303	303	606	1515	
0	0		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
15	0	4	4			
16	1st	5	3	2		
17	2nd	3	2	1		
18	3rd	2	1	1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELL 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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELL POINTS

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					

