

Konn Vaim
 CHARACTER: Grippli, Small, Male, 2'0", 30 lbs, none, red, green
 RACE & LA: Small, Male, 2'0", 30 lbs, none, red, green
 AGE: 14, Alignment: Chaotic Good, Deity: _____
 David
 PLAYER: David, 2'0", 30 lbs, none, red, green
 HEIGHT: 2'0", WEIGHT: 30 lbs, HAIR: none, EYES: red, SKIN: green
 HOMELAND & BACKGROUND OCCUPATION: _____
 LANGUAGES: Common, Grippli, Boggard, Sylvan, Gnome



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	19	4	17	2		
CON	18	4	18			
INT	16	3	16			
WIS	24	7	22	2		
CHA	12	1	12			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12	12	1	Spiritualist	0	7		2	0	2	1
TOTAL HP			TOTALS							
12			0			7 0 2 0 2 1				

ABILITY SCORE & RACIAL NOTES: _____

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	14	-10+	3	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	4	0	4			
WILL	9	2	7			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		0	1	
RANGED	5	0		4	1	
CMB	1	0	STR	0	1	
CMD	15	-10+	BOB	0	4	1

ARMOR CHECK PENALTY: -1
 MAXIMUM DEX: 5
 SPELL FAILURE: 15%

FEATS & FEATURES

Grippli (ARG-190), Spiritualist (OA-108) HD d8
 Darkvision 60' +4 Stealth in Swamp/Forest
 Swamp Stride (Ex) ignore difficult swamp terrain
 Prof: nets, simple weapon, kukris, sap, scythe, lt. armor
 Toxic Skin (Ex) 1/day produce and apply poison
 Glide (Ex) halve falling damage, move horizontal 1 square for each 10' ft
 Phantom (OA-73,78) - summon phantom of despair
 Shared Consciousness (OA-73) +4 save vs mind
 Phantom skill focus: Intimidate Stealth
 Etheric Tether (Su) phantom stays w/in 100' (OA-74)
 Spiritualist's Call +2 Phantom Str, Dex or Cha (OA-140)

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
* ACROBATICS	3		4							
* APPRAISE	3		3							
* BLUFF	1		1							
* CLIMB	-1		0							
* CRAFT	7	1	3	3						
* DIPLOMACY	1		1							
* DISABLE DEVICE			4							
* DISGUISE	1		1							
* ESCAPE ARTIST	3		4							
* FLY	7	1	4	3						
* HANDLE ANIMAL			1							
* HEAL	11	1	7	3						
* INTIMIDATE	1		1							
* KN: All	7	1	3	3						
* KN: _____			3							
* KN: _____			3							
* KN: _____			3							
* KN: _____			3							
* LINGUISTICS			3							
* PERCEPTION	7		7							
* PERFORM	1		1							
* PROF: _____	11	1	7	3						
* RIDE	3		4							
* SENSE MOTIVE	11	1	7	3						
* SLEIGHT OF HAND			4							
* SPELLCRAFT	7	1	3	3						
* STEALTH	15	1	4	3	8					
* SURVIVAL	7		7							
* SWIM	-1		0							
* USE MAGIC DEVICE			1							

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

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: studded leather armor	3	5	-1	15		

EXPERIENCE					
SLOW	MEDIUM	FAST	0 / 2,000		
SPEED: 30					
INIT: 4 = 4					
HERO: _____					
SR: _____ DR: _____					
RESISTANCES: _____					
POOL POINTS: _____					

WEAPONS							
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
kukri	+1	1d4	18-20/x3		S		
scythe	+1	2d4	x4		P/S		
net	+1	0		10			

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Grippli Poison: Skin or weapon—contact or injury; save Fort DC 10 + 1/2 the grippli's Hit Dice plus its Constitution modifier; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage & confused; cure 2 save.		
net: An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run; escape artist check to get out.		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A WEIGHT
	standard adventurer's kit		7.0
	studded leather armor		4.0
	kukri		1.0
	scythe		3.0
	net		1.0

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A 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
0.0	0.0	16.0		16.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100			100	200
0	0			0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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SPELLS PER DAY

CLASS Spiritualist LEVEL 1. Table with columns: SAVE DC, LEVEL, TOTAL, CLASS, ABILITY BONUS, MISC, SPELLS KNOWN. Rows 0-9th.

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

SPELL POINTS table with columns: TOTAL, CLASS, ABILITY, OTHER, CURRENT POINTS. Row 0.

BLOODLINES & PATRONS

BLOODLINE/PATRON input fields.

DOMAINS

DOMAIN and SUBDOMAIN input fields.

WIZARD SPECIALITY SCHOOL

SPECIALITY, FOCUSED, and PROHIBITED input fields.

SPELLS PER DAY

CLASS [] LEVEL [] Table with columns: SAVE DC, LEVEL, TOTAL, CLASS, ABILITY BONUS, MISC, SPELLS KNOWN. Rows 0-9th.

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

SPELL POINTS table with columns: TOTAL, CLASS, ABILITY, OTHER, CURRENT POINTS. Row 0.

SPELLS

Main table with columns: LEVEL, PREP, USED, NAME & DESCRIPTION, SCHOOL, DURATION, RANGE, SAVE, SR, REFERENCE. Includes entries like 'detect magic', 'cure light wounds', 'doom'.