

Konn Vaim
 CHARACTER
 Gripli Small Male
 RACE & LA SIZE GENDER
 14 Chaotic Good
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Gripli, Boggard, Sylvan, Gnome, Aquan

David
 PLAYER
 2'0" 30 lbs none red green
 HEIGHT WEIGHT HAIR EYES SKIN
 HOMELAND & BACKGROUND OCCUPATION



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	28	9	22	2	4	
CHA	12	1	12			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
111	111	10	Spiritualist	7	70		7	3	7	10	
TOTAL HP			TOTALS		7	70	0	7	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	3	0	4	1			2	
TOUCH	15	-10+			4	1				
FLAT-FOOT	14	-10+	3	0	0	1				

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	70
<input type="checkbox"/> ACROBATICS	DEX	3	4		
<input type="checkbox"/> APPRAISE	INT	3	3		
<input checked="" type="checkbox"/> BLUFF	CHA	6	2	1	3
<input type="checkbox"/> CLIMB	STR	-1		0	
<input checked="" type="checkbox"/> CRAFT	INT	10	4	3	3
<input type="checkbox"/> DIPLOMACY	CHA	1		1	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	1		1	
<input type="checkbox"/> ESCAPE ARTIST	DEX	3		4	
<input checked="" type="checkbox"/> FLY	DEX	8	2	4	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			1	
<input checked="" type="checkbox"/> HEAL	WIS	22	10	9	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	2	1	3
<input checked="" type="checkbox"/> KN: All	INT	16	10	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input checked="" type="checkbox"/> LINGUISTICS	INT	7	1	3	3
<input type="checkbox"/> PERCEPTION	WIS	9		9	
<input type="checkbox"/> PERFORM	CHA	1		1	
<input checked="" type="checkbox"/> PROF:	WIS	16	4	9	3
<input type="checkbox"/> RIDE	DEX	3		4	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	17	5	9	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	16	10	3	3
<input checked="" type="checkbox"/> STEALTH	DEX	34	10	4	3
<input type="checkbox"/> SURVIVAL	WIS	9		9	
<input type="checkbox"/> SWIM	STR	-1		0	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	14	10	1	3
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	17	7	4		6	
REF	7	3	4			
WILL	22	7	9		6	

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	8		0	1		
RANGED	12		4	1		
CMB	8	7	STR	0	1	
CMD	22	-10+	B7B	0	4	1

FEATS & FEATURES	
Gripli (ARG-190), Spiritualist (OA-108) HD d8	Spiritual Interference (Ex or Su) within reach of phantom (OA-75)
Darkvision 60' +4 Stealth in Swamp/Forest	Ectoplasmic +2 AC, +2 saves; Incorporeal +2 mind saves
Swamp Stride (Ex) ignore difficult swamp terrain	Detect Undead (sp) at will (OA-75)
Prof: nets, simple weapon, kukris, sap, scythe, lt. armor	Phantom Recall (Su) 2/day phantom can dimension door to caster (OA-75)
Toxic Skin (Ex) 1/day produce and apply poison	Calm Spirit (Sp) 1/day cast calm spirit (OA-160) (OA-76)
Glide (Ex) halve falling damage, move horizontal 1 square for each 10' ft	See Invisibility (Sp) 1/day see invisibility for 10 min (OA-76)
Phantom (OA-73,78) - summon phantom of despair	Fused Consciousness (Su) (OA-76)
Shared Consciousness (OA-73) +4 save vs mind	- +lvl intimidate & stealth, +6 Fort & Will saves
Phantom skill focus: Intimidate Stealth	Agile Tongue - prehensile tongue, range 10' (ARG-191)
Etheric Tether (Su) phantom stays w/in 100' (OA-74)	Extend Spell - double duration of spell 1 slot (PCR-123)
Spiritualist's Call +2 Phantom Str, Dex or Cha (OA-140)	Improved Initiative +4
Bonded Senses - Use Phantom's senses (OA-74)	Phantom Fighter - Phantom attacks incorporeal (OA-137)
Bonded Manifestation - 3+lvl rnd/day (OA-74)	
Ectoplasmic Bonded Manif. +4 AC, 2 tendril attacks	
Incorporeal Bonded Manif. - concealed vs range & ghost touch	

EXPERIENCE	
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	105,000 / 105,000
SPEED	30
INIT	8 = 4 DEX MOD + 4 MISC MOD
HERO	
SR	DR
RESISTANCES	
POOL POINTS	

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather armor +2	3	5	-1	15		
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
kukri of the swamp +4 for gripli only	+7+4	1d4+4	18-20/x3		S		
scythe	+7	2d4	x4		P/S		
net	+7	0		10			

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6
20	1st	8	5	3	<input type="text"/>	5
21	2nd	6	4	2	<input type="text"/>	5
22	3rd	5	3	2	<input type="text"/>	4
23	4th	3	1	2	<input type="text"/>	2
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			detect magic	divination	1 min/lvl	60'	none	no	PCR-267
0			detect psychic significance - detect psychic residue	divination	instant	40'	none	no	OA-164
0			guidance +1 attack, damage, save, skill check	divination	1 min	touch	will	yes	PCR-292
0			read magic	divination	10 min/lvl	personal	none	no	PCR-330
0			grave words - converse with dead , 10% meaning	necromancy	1 min	touch	none	no	OA-172
0			telekinetic projectile - move 5 lb object to cause 1d6 dam, if hits	evocation	instant	close	no	no	OA-188
1			inflict light wounds - cause 1d8 + caster lvl (max +5)	conjuration	instant	touch	will half	yes	PCR-300
1			summon monster I - summon one creature to fight for you	conjuration	1 rnd/lvl	close	none	no	PCR-350
1			detect evil -	divination	10 min/lvl	60'	none	no	PCR-266
1			cure light wounds - heal 1d8 + Caster lvl (max +5)	conjuration	instant	touch	will half	yes	PCR-263
1			doom - horrible feeling of dread causes creature to become shaken	necromancy	1 min/lvl	medium	will	yes	PCR-274
2			restoration lesser - restore 1d4 ability pts & fatigue	conjuration	1 hr/lvl	touch	will	yes	PCR-334
2			cure moderate wounds - cure 2d8 + caster lvl hp (max +10)	conjuration	instant	touch	will half	yes	PCR-263
2			inflict moderate wounds - cause 2d8 + caster lvl hp (max +10)	conjuration	instant	touch	will half	yes	PCR-300
2			summon monster II - summon 1 lvl 2 or 1d3 lvl 3 creatures	conjuration	1 rnd/lvl	close	none	no	PCR-352
2			levitate - levitate self or willing other (20' speed)	transmutation	1 min/lvl	close	none	no	PCR-304
3			cure serious wounds - cure 3d8 + caster lvl hp (max +15)	conjuration	instant	touch	will half	yes	PCR-263
3			inflict serious wounds - cause 3d8 + caster lvl hp (max +15)	conjuration	instant	touch	will half	yes	PCR-300
3			summon monster III - summon 1 lvl 3 or 1d3 lvl 2 or 1d4+1 lvl 1 creatures	conjuration	1 rnd/lvl	close	none	no	PCR-352
3			dispel magic	abjuration	instant	medium	none	no	PCR-272
4			cure critical wounds - cure 4d8 + caster lvl hp (max +20)	conjuration	instant	touch	will half	yes	PCR-263
4			summon monster IV - summon 1 lvl 4 or 1d3 lvl 3 or 1d4+1 lvl 2 creatures	conjuration	1 rnd/lvl	close	none	no	PCR-352