

Sarja Megsemmisülés

David

CHARACTER Fletchling Medium Female 23 Lawful Evil Charon (BOD3-10)

PLAYER 5'6" 92 white yellow gray Plane of Shadow



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

LANGUAGES: common, Abyssal, Infernal, Auran, Ignan

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER tables. HITPOINTS shows current HP of 7. CLASS RECORDER shows Arcanist class with BAB 0, SKILL 6, FC HPS 0, FORT 0, REF 0, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE table. Includes AC 15, TOUCH 15, FLAT-FOOT 10, and various attack/defense modifiers.

SAVING THROWS table. Includes FORT 1, REF 5, WILL 3.

ATTACKS table. Includes MELEE 1, RANGED 5, CMB 1, CMD 16.

FEATS & FEATURES

Darkvision 60', Shadow Blending (Su), Shadowy Resistance: cold 5, electricity 5 (ARG), Arcanist HD: d6 (ACG-8), Weapon Proficiency: Simple, Armor Proficiency: None, Spells known: unlimited, Disguise Self (Sp) (ARG) 1/day (PCR-271), Arcane Reservoir: base: 3 +lvl/2, max: 3+lvl, 1 point - increase CL of any spell by 1, 1 point - add metamagic effect on the fly

SKILLS table. Lists skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge (planes), Knowledge (All), Linguistics, Perception, Perform, Proficiency, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device with ranks and bonuses.

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, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS. SPEED 30, INIT 5, HERO, SR, DR, RESISTANCES cold 5, electricity 5, POOL POINTS 3.

ARMOR & WEAPONS

ARMOR & WEAPONS table. Columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT.

WEAPON table. Columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Includes quarterstaff and daggers.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Standard Adventurer's Kit			15.0
	quarterstaff	1		4.0
	daggers	2		2.0
	spellbook	1		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	22.0		22.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152		152	304	760
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
<input type="text" value="14"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="15"/>	<input type="text" value="1st"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="16"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="17"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<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
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

**SPELL POINTS**

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Disguise Self (Sp) 1/day (Fletchling trait)	Illusion	10 min/lvl	personal	none	no	PCR-271
			all sorcerer/wizard cantrips known (ACG-9) See (PCR-232-3) - a few favorites listed below						
0			Acid Splash - orb deals 1d3 acid damage, must hit	Conjuration	instant	close	none	no	PCR-241
0			Mage Hand - 5 lb telekinesis	Transmutation	concentrate	close	none	no	PCR-306
0			Mending - repair an object	Transmutation	instant	10'	will	yes	PCR-312
0			Message - whisper conversation at a distance	Transmutation	10 min/lvl	medium	none	no	PCR-313
0			Open/Close - open or close small things	Transmutation	instant	close	will	yes	PCR-317
1			Mage Armor - gives subject +4 AC	Conjuration	1 hr/lvl	touch	will	no	PCR-306
1			Mount - summons riding horse for 2 hrs/lvl	Conjuration	2 hrs/lvl	close	none	no	PCR-316
1			Obscuring Mist - fog surrounds you	Conjuration	1 min/lvl	20'	none	no	PCR-317
1			Summon Monster I - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
1			Unseen Servant - invisible force obeys your command	Conjuration	1 hr/lvl	close	none	no	PCR-364
1			Enlarge Person - humanoid creature doubles in size	Transmutation	1 min/lvl	close	fort	yes	PCR-277
1			Reduce Person - size of humanoid creature is halved	Transmutation	1 min/lvl	close	fort	yes	PCR-330