

Sarja Megsemmisülés

David

CHARACTER	Fletcherling		Medium	Female	5'6"	92	white	yellow	gray
RACE & LA	23		Lawful Evil	Charon (BOD3-10)	Plane of Shadow	HOMELAND & BACKGROUND OCCUPATION			



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

LANGUAGES: common, Abyssal, Infernal, Auran, Ignan, Terran, Aquan, Celestial, Sylvan, Undercommon

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	20	5	18	2		
CON	12	1	14	-2		
INT	22	6	18		4	
WIS	12	1	12			
CHA	18	4	16	2		

HITPOINTS		
CURRENT HP	HP GAINED	HD
61	61	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	61	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Arcanist	5	70		3	3	7	10		
TOTALS	5	70	0	3	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	18	-10+	3	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS						RANKS TOTAL	80
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input type="checkbox"/> ACROBATICS	5		5				
<input checked="" type="checkbox"/> APPRAISE	14	5	6	3			
<input type="checkbox"/> BLUFF	4		4				
<input type="checkbox"/> CLIMB	1		1				
<input checked="" type="checkbox"/> CRAFT	19	10	6	3			
<input type="checkbox"/> DIPLOMACY	4		4				
<input type="checkbox"/> DISABLE DEVICE			5				
<input type="checkbox"/> DISGUISE	4		4				
<input type="checkbox"/> ESCAPE ARTIST	5		5				
<input checked="" type="checkbox"/> FLY	18	10	5	3			
<input type="checkbox"/> HANDLE ANIMAL			4				
<input type="checkbox"/> HEAL	1		1				
<input type="checkbox"/> INTIMIDATE	4		4				
<input checked="" type="checkbox"/> KN: planes	21	10	6	3	2		
<input checked="" type="checkbox"/> KN: All	19	10	6	3			
<input type="checkbox"/> KN:			6				
<input type="checkbox"/> KN:			6				
<input type="checkbox"/> KN:			6				
<input type="checkbox"/> KN:			6				
<input checked="" type="checkbox"/> LINGUISTICS	14	5	6	3			
<input type="checkbox"/> PERCEPTION	1		1				
<input type="checkbox"/> PERFORM	4		4				
<input checked="" type="checkbox"/> PROF:	14	10	1	3			
<input type="checkbox"/> RIDE	5		5				
<input type="checkbox"/> SENSE MOTIVE	1		1				
<input type="checkbox"/> SLEIGHT OF HAND			5				
<input checked="" type="checkbox"/> SPELLCRAFT	19	10	6	3			
<input type="checkbox"/> STEALTH	7		5	2			
<input type="checkbox"/> SURVIVAL	1		1				
<input type="checkbox"/> SWIM	1		1				
<input checked="" type="checkbox"/> USE MAGIC DEVICE	17	10	4	3			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	8	3	5			
WILL	8	7	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	5		1		
RANGED	10	5		5		
CMB	6	5	STR	1		
CMD	21	-10+	B5B	0	STA & DEFLECT	6

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Darkvision 60'	Extra Arcanist Exploit (ACG-146)
Shadow Blending (Su): Attacks against in dim light have 50% miss chance (ARG)	Shadow Walker (ARG) Shadow Walk 1 creature/lvl 1 hr/lvl (PCR-341)
Shadowy Resistance: cold 5, electricity 5 (ARG)	Shadow Summoning (Sp) (ARG) Changes Summoned Monsters
Arcanist HD: d6 (ACG-8)	Exploit: Metamagic Knowledge x2 (ACG-11)
Weapon Proficiency: Simple, Armor Proficiency: None	Exploit: Metamixing (ACG-11) add metamagic feat on the fly
Spells known: unlimited	Maximize Spell (metamagic) (PCR-130)
Spells prepared per day (ACG-14), cast per day (ACG-10)	Consume spells (convert spell slot to points 1/lvl) (ACG-14)
Disguise Self (Sp) (ARG) 1/day (PCR-271)	Shadow Ghost - use shadow walk extra time/day (ARG-112)
Arcane Reservoir: base: 3 +lvl/2, max: 3+lvl, daily	Gloom Sight - See 90' in darkness, light sensitivity (ARG-111)
1 point - increase CL of any spell by 1	Dark Sight - See 15' in Magical Darkness (ARG-111)
1 point - add metamagic effect on the fly	Improved Dark - See normal in magical darkness but light blind (ARG-112)
	Counterspell (Su) - use spell slot to cancel opposing spell 1 pt (ACG-11)
	Spell Resistance (Su) SR 16 for 4 rnds 1 pt (ACG-12)
	Spell Tinkerer - increase duration by 50% 1 pt (ACG-12)
	Empower Spell increase spell variable by 50% (PCR-122)

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 105,000 / 105,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	cold 5, electricity 5				
POOL POINTS	8	base: 3 +lvl/2, max: 3+lvl			

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Cloak of Daemonic Appearance	3					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff	+10+3	1d6+1+3	20/x2		B		
daggers	+5	1d4+1	19-20/x2	10	P/S		

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
	Lantern of Deeper Shadows - cast deeper darkness 60'			
	Quarterstaff of Silent Spell Casting +3 (silent spells lv/3 times/day)			
	Cloak of Daemonic Appearance +3 AC			
	- appear as Ero-, Obeisi-, Supici-, Venedaemon once per day and back			

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	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152		152	304	760
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="checked" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY

CLASS	Arcanist		LEVEL	10		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					9
17	1st	6	4	2		5
18	2nd	6	4	2		4
19	3rd	5	4	1		3
20	4th	5	4	1		2
21	5th	3	2	1		1
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON **Spells Known = Spells Prepared**

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**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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
1			Summon minor monsters - summon 1d3 tiny anomals	Conjurations	1 rnd/lvl	close	none	no	UM-241
1			Mount - summons steed	Conjuration	2 hrs/lvl	close	none	no	PCR-315
2			Summon Cacodaemon - summon a single cacodaemon (B2)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
2			Summon Monster II - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
2			Summon Swarm - summon swarm of bats, rats or spiders	Conjuration	1 rnd/lvl	close	none	no	PCR-354
2			Mount Communal - divide time between mounts	Conjuration	2 hrs/lvl	close	none	no	UC-237
2			Guardian Beast - Summon phantom guardian beast - protective beast takes up to 8d6 dam from first hit	Conjuration	1 hr/lvl	close	none	no	101-2S

SPELLS									
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Gloomblind bolts - 2 (3 at lvl 13) bolts of 4d6 negative energy damage, reflex sv or blinded 1 rnd	Conjuration	instant	medium	reflex	yes	ARG-113
3			Create Soul Gem - trap soul of dying creature in gem	Necromancy	instant	close	will	yes	BOD3-38
3			Summon Monster III - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
3			Rain of Frogs - summon a swarm of poisonous frogs	Conjuration	1 rnd/lvl	close	none	no	UM-233
3			Phantom Steed - summon magical steed, water walk etc	Conjuration	1 rnd/lvl	close	none	no	PCR-319
4			Shadowy Haven - create 5' square of extradimensional space	Transmutation	2 hrs/lvl	touch	none	no	ARG-113
4			Charon's Dispensation - 1 creature/lvl immune to effects of River Styx	Abjuration	1 min/lvl	close	will	yes	BOD3-38
4			Daemon Ward - (as death ward) immune to death spells & energy drain from daemons	Necromancy	1 min/lvl	touch	will	yes	PCR-264
4			Death Knell Aura - creatures at -1 hp or fewer die, granting your death knell	Necromancy	1 rnd/lvl	20'	will	yes	BOD3-38
4			Greater Summon Cacodaemon - summon 1d4+1 cacodaemons (B2)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
4			Summon Accuser - summon a single accuser devil from Hell (B2)	Conjuration	10 min/lvl	close	none	no	RG
4			Summon Monster IV - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
4			Control Summon Creature - direct a summoned creature as if you summoned it	Enchantment	1 rnd/lvl	close	will	yes	UM-212
4			Phantom Steed Communal - summon phantom steeds, split time	Conjuration	1 hr/lvl	close	none	no	UC-239
5			Awaken the Devoured - on daemon takes 1d8 dam/lvl + confused (max 15d8)	Divination	1 rnd/lvl	medium	will	yes	BOD3-38
5			Summon Ceustodaemon - summons a single ceustodaemon (B2)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
5			Summon Infernal Host - summon host devils (1d4 gaavs (BOD1) or 1 magaav (B4))	Conjuration	1 rnd/lvl	close	none	no	RG
5			Summon Monster V - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
5			Lesser Planar Binding - traps extraplanar creature of 6 HD or less for task	Conjuration		close	will	no	PCR-321
5			Contact Other Plane - ask question of extraplanar entity	Divination	conc	personal	none	no	PCR-259
5			Planar Adaptation - resist harmful effects of other plane	Transmutation	1 hr /lvl	personal	none	no	APG-236
5			Permanency - make spell permanent	Universal	permanent		none	no	PCR-318
5			Secret Chest - store chest on ethereal plane	Conjuration	60 days		none	no	PCR-338
5			Astral Projection, Lesser - caster + 1/2 lvl others move to astral plane	Necromancy	indefinite	close	none	no	UM-207
6			Greater Death Knell Aura - like death Knell Aura, no stabilize & incorporeal take 1d8 dam	Necromancy	1 rnd/lvl	20'	will	yes	BOD3-38
6			Lash of the Astradaemon - hands become clawed tentacles, d6 dam each and drain 1 lvl, gain 5 temp hp	Necromancy	1 rnd/lvl	personal	none	no	BOD3-38
6			Summon Monster VI - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
6			Planar Binding - traps extraplanar creature of 12 HD or less for task	Conjuration		close	will	no	PCR-321
6									

