Character	Player
Sarja Megsemmisülés	David

Race & LA	Size	Gender	Height	Weight	Hair	Eyes	Skin
Fletchling	Medium	Female	5'6"	92	white	yellow	gray

Age	Alignment	Deity	Homeland & Background Occupation
23	Lawful Evil	Charon (BOD3-10)	Plane of Shadow

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

PATHFINDER ROLEPLAYING GAME

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

Ability Score	Total	Mod	Base	Enhance	Misc	Temp
STR	13	1	13			
DEX	20	5	18	2		
CON	12	1	14	-2		
INT	24	7	18		6	
WIS	12	1	12			
CHA	18	4	16	2		

Ability Score & Racial Notes

HITPOINTS

Current HP: 91

Nonlethal HP Dam

Temporary HP

Total HP: 91

CLASS RECORDER

HP Gained	HD	Class Name	BAB	Skill	FC HPs	Fort	Ref	Will	Levels
61	10	Arcanist	5	70		3	3	7	10
30	5	Soul Drinker	2	43		2	2	3	5
Favored Class		Totals	7	113	0	5	5	10	15

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						

Armor Check Penalty	0
Maximum Dex	--
Spell Failure	0%

Combat Notes & Modifiers

Saving Throws	Total	Class Base	Ability	Enhance	Misc	Temp
FORT	6	5	1			
REF	10	5	5			
WILL	11	10	1			

Attacks	Total	Base Attack Bonus		Temp	Ability	Size	Misc
MELEE Attack Modifier	8	7			1		
RANGED Attack Modifier	12	7			5		
CMB	8	7	STR		1		
CMD	23	=10+	BAB 7	Dodge & Deflect 0	Str & Dex 6		

SKILLS

Ranks Total: 128

	Total	Ranks	Ability	Trained	Misc
☆ ☐ Acrobatics ♦ DEX	5		5		
☆ ☑ Appraise INT	15	5	7	3	
☆ ☐ Bluff CHA	4		4		
☆ ☐ Climb ♦ STR	1		1		
☆ ☑ Craft: Reliquary INT	25	15	7	3	
☆ ☐ Diplomacy CHA	4		4		
☐ Disable Device ♦ DEX			5		
☆ ☐ Disguise CHA	4		4		
☆ ☐ Escape Artist ♦ DEX	5		5		
☆ ☑ Fly ♦ DEX	23	15	5	3	
☐ Handle Animal CHA			4		
☆ ☐ Heal WIS	1		1		
☆ ☐ Intimidate CHA	4		4		
☑ Kn: planes INT	27	15	7	3	2
☑ Kn: All INT	25	15	7	3	
☐ Kn: INT			7		
☐ Kn: INT			7		
☐ Kn: INT			7		
☐ Kn: INT			7		
☑ Linguistics INT	15	5	7	3	
☆ ☐ Perception WIS	7	6	1		
☆ ☐ Perform: CHA	4		4		
☑ Prof: WIS	19	15	1	3	
☆ ☐ Ride ♦ DEX	5		5		
☆ ☐ Sense Motive WIS	8	7	1		
☐ Sleight of Hand ♦ DEX			5		
☑ Spellcraft INT	25	15	7	3	
☆ ☐ Stealth ♦ DEX	7		5		2
☆ ☐ Survival WIS	1		1		
☆ ☐ Swim ♦ STR	1		1		
☑ Use Magic Device CHA	22	15	4	3	
☐ STR					
☐ STR					
☐ STR					
☐ STR					
☐ STR					
☐ STR					

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: 635,000 / 635,000
Slow ☐ Medium ☑ Fast ☐

	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

FEATS & FEATURES

Class features, racial traits, feats, and character features

- Darkvision 60'
- Shadow Blending (Su): Attacks against in dim light have 50% miss chance (ARG)
- Shadowy Resistance: cold 5, electricity 5 (ARG)
- Arcanist HD: d6 (ACG-8)
- Weapon Proficiency: Simple, Armor Proficiency: None
- Spells known: unlimited
- Spells prepared per day (ACG-14), cast per day (ACG-10)
- Disguise Self (Sp) (ARG) 1/day (PCR-271)
- Arcane Reservoir: base: 3 +lvl/2, max: 3+lvl, daily
- 1 point - increase CL of any spell by 1
- 1 point - add metamagic effect on the fly
- Maleficium - 4 Damnation Feats (CoC-17)
- - Add 2 DC against all evil spells
- - metamagic feats take 1 slot lower
- - evil spells cast as 2 levels higher
- Extra Arcanist Exploit (ACG-146)
- Shadow Walker (ARG) Shadow Walk 1 creature/lvl 1 hr/lvl (PCR-341)
- Shadow Summoning (Sp) (ARG) Changes Summoned Monsters
- Exploit: Metamagic Knowledge x2 (ACG-11)
- Exploit: Metamixing (ACG-11) add metamagic feat on the fly
- Maximize Spell (metamagic) (PCR-130)
- Consume spells (convert spell slot to points 1/lvl) (ACG-14)
- Shadow Ghost - use shadow walk extra time/day (ARG-112)
- Gloom Sight - See 90' in darkness, light sensitivity (ARG-111)
- Dark Sight - See 15' in Magical Darkness (ARG-111)
- 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)

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		

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Soul Drinker Prestige Class (BOD3-34)		
Cacodaemon Familiar (Ex) - (BOD3-34)		
Daemonic Patron (Ex) - Charon (BOD3-34)		
Damned (Ex) - difficult to resurrect (BOD3-34)		
Energy Drain (Su) - touch attack drains 1 lvl (2 for crit), gains 5 temp hp		
Soul Pool (Su) - each negative level bestowed grants soul point, redeemed to e.g. restore spell slot		
Summon Cacodaemon (So) 1d3 daemons n1/day		
Lesser Oblivion (Su) - immunity to aging or penalties to Str & Cha		

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 lvl/3 times/day)			
	Cloak of Daemonic Appearance +3 AC			
	- appear as Ero-, Obeisi-, Supici-, Venedaemon once per day and back			
	Talisman of Soul Eating - (BOD3-41)			
	Candle of Abaddon - sheds darkness, grants +2 caster lvl (BOD3-40)			
	Ring of Cacodaemon - interrogate soul inside (BOD3-41)			

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		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152	N	152	304	760
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Arcanist | LEVEL: 14

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0					9
18	1st	6	4	2		5
19	2nd	6	4	2		5
20	3rd	6	4	2		4
21	4th	5	4	1		4
22	5th	5	4	1		3
23	6th	5	4	1		2
24	7th	3	2	1		1
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 60 | MEDIUM: 100FT + 10FT / LVL: 240 | LONG: 400FT + 40FT / LVL: 960

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT 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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT 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
1									
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

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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 cretaure 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 summon 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 extranplanar 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									

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SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
7			Soul Transfer - capture or move soul from one receptacle to another	Conjuration	instant	close	will	yes	BOD3-39
7			Instant Summons - prepared object appears in your hand	Conjuration	instant	personal	none	no	PCR-301
7			Summon Monster VII - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
7			Create Demiplane, Lesser - create your own demiplane	Conjuration	1 day/lvl	close	none	no	UM-214
7			Plane Shift - up to 8 subjects travel to another plane	Conjuration	instant	close	none	no	PCR-322
7			Planar Adaptation, Mass - resist planar effects for 1 creature/lvl	Transmutation	1 hr/lvl	close	will	no	APG-236
8			Trap the Soul - Trap a soul in a gem, can be a triggered object	Necromancy	permanent	close	none	no	PCR-362
8			Summon Erodaemon - summon a single erodaemon (BOD3-46)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
8			Summon Meladaemon - summon a single meladaemon (B2)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
8			Summon Monster VIII - summon an extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
8			Create Demiplane - create your own demiplane 10 10' cubes	Conjuration	1 day/lvl	close	none	no	UM-213
8			Planar Binding, Greater - traps extraplanar creature of 18 HD or less for task	Conjuration		close	will	no	PCR-321
9			Parasitic Soul - move soul from receptacle into unwilling target body	Necromancy	instant	medium	will	yes	BOD3-39
9			Scourge of the Horsemen - all in area take 1d4 negative lvls, 1d6 acid dam/lvl (max 20d6)	Necromancy	instant	medium	fort 1/2	yes	BOD3-39
9			Soul Bind - Trap soul in black sapphire	Necromancy	instant	close	will	no	PCR-345
9			Summon Derghodaemon - summon a single derghodaemon (B2)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
9			Summon Thanadaemon - summon a single thanadaemon (B2)	Conjuration	1 rnd/lvl	close	none	no	BOD3-39
9			Summon Monster IX - summon extraplanar creature	Conjuration	1 rnd/lvl	close	none	no	PCR-352
9			Gate - open extraplanar gate for traveling or summoning	Conjuration	1 rnd/lvl	medium	none	no	PCR-287
9			Create Demiplane, Greater - create 20 10' cubes of extraplanar space	Conjuration	1 day/lvl	close	none	no	UM-213
9			Interplanetary Transport - teleport you and willing others to another planet	Conjuration	instant	touch	will	no	UM-225
9			Etherealness - you and companions 1/3 lvls become ethereal	Transmutation	1 min/lvl	touch	none	yes	PCR-279
9			Astral Projection - you and 1/2 lvl others - move through astral to other planes	Necromancy	indefinite	close	none	no	PCR-244

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