Character	Player
Vaikas Pragarą	David

Race & LA	Size	Gender	Height	Weight	Hair	Eyes	Skin
Dhampir	Medium	Male	5'8"	130	black	red	pallid

Age	Alignment	Deity	Homeland & Background Occupation
121	Lawful Evil	Moloch (BOD1-17)	Cheliax

Languages: Common, Infernal, Abyssal, Celestial, Draconic

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	18	4	18			
WIS	12	1	12			
CHA	18	4	16	2		

Ability Score & Racial Notes

HITPOINTS

Current HP	HP Gained	HD
7	7	1

Nonlethal HP Dam

Temporary HP

Total HP 7

Favored Class

CLASS RECORDER

Class Name	BAB	Skill	FC HPs	Fort	Ref	Will	Levels
Wizard (Cruoromancer)	0	6		0	0	2	1
Totals	0	6	0	0	0	2	1

Conditions & Miscellaneous Tracking

ATTACKS & DEFENSE

Armor Class	Total		Armor	Shield	Dex	Size	Dodge	Natural	Deflect	Misc	Temp
AC	15	=10+	0	0	5						
Touch	15	=10+			5						
Flat-Foot	10	=10+	0	0	0						

Armor Check Penalty: 0

Maximum Dex: --

Spell Failure: 0%

Combat Notes & Modifiers

Saving Throws	Total	Class Base	Ability	Enhance	Misc	Temp
Fort	1	0	1			
Ref	5	0	5			
Will	3	2	1			

Attacks	Total	Base Attack Bonus		Temp	Ability	Size	Misc
Melee Attack Modifier	1	0			1		
Ranged Attack Modifier	5	0			5		
CMB	1	0	STR		1		
CMD	16	=10+	BAB 0	Dodge & Deflect	Str & Dex 6		

SKILLS

Ranks Total Trained: 6

Skill	Ability	Total	Ranks	Ability	Trained	Misc
☆ ☐ Acrobatics ♦	DEX	5		5		
☆ ☑ Appraise	INT	8	1	4	3	
☆ ☐ Bluff	CHA	6		4		2
☆ ☐ Climb ♦	STR	1		1		
☆ ☑ Craft:	INT	8	1	4	3	
☆ ☐ Diplomacy	CHA	4		4		
☐ Disable Device ♦	DEX			5		
☆ ☐ Disguise	CHA	4		4		
☆ ☐ Escape Artist ♦	DEX	5		5		
☆ ☑ Fly ♦	DEX	9	1	5	3	
☐ Handle Animal	CHA			4		
☆ ☐ Heal	WIS	1		1		
☆ ☐ Intimidate	CHA	4		4		
☑ Kn: All	INT	8	1	4	3	
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☐ Kn:	INT			4		
☑ Linguistics	INT			4		
☆ ☐ Perception	WIS	3		1		2
☆ ☐ Perform:	CHA	4		4		
☑ Prof:	WIS	5	1	1	3	
☆ ☐ Ride ♦	DEX	5		5		
☆ ☐ Sense Motive	WIS	1		1		
☐ Sleight of Hand ♦	DEX			5		
☑ Spellcraft	INT	8	1	4	3	
☆ ☐ Stealth ♦	DEX	5		5		
☆ ☐ Survival	WIS	1		1		
☆ ☐ Swim ♦	STR	1		1		
☐ Use Magic Device	CHA			4		
☐	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

FEATS & FEATURES

Class features, racial traits, feats, and character features

- Lowlight Vision & Darkvision 60'
- Undead Resistance: +2 save vs disease and mind effects (ARG)
- Light Sensitivity: dazzled in areas of bright sunlight
- Negative Energy Affinity: positive energy harms, negative energy heals
- Detect Undead (Sp): (3/day)
- Resist Level Drain (Ex): no penalties from energy drain effects
- Wizard HD d6
- Weapon Proficiency: Dagger, Staff, Crossbows
- Armor Proficiency: None
- Scribe Scroll - create magic scroll (PCR-132)
- Arcane Bond (Sp): Amulet (+1 spell/day) (PCR-78)
- Arcane School: Necromancy (opp: Divination/Illusion)
- Power over Undead (Su) (PCR-81)
- Command Undead 7/day DC 10+lvl/2+4 (PCR-257)
- Grave Touch (Sp): 7/day touch atttack, shaken lvl/2 rnds (PCR-81)
- Blood Infusion (Sp): 1d4+lvl dam to caster, sickened 1 rnd (ARG)
- Eschew Materials: don't need minor materials (PCR-123)

Experience: 0 / 2,000
Slow ☐ Medium ☑ Fast ☐

	Base	Fly	Swim	Climb	Misc
Speed	30				

Init: 5 = 5 (Dex Mod) + (Misc Mod)

Hero

SR

DR

Resistances

Pool Points

ARMOR & WEAPONS

Armor Name & Description	AC Bonus	Max Dex	Penalty	Spell Fail	Type	Weight
Armor						
Shield						

Weapon Name & Description	Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes
quarterstaff	+5	1d6+1	20/x2		B		
dagger	+5	1d4+1	19-20/x2	10	P/S	0.0	

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

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Wizard | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	4	3		1	
15	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY: Necromancy

FOCUSED: Necromancy

PROHIBITED: Divination

PROHIBITED: Illusion

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
			Command Undead (Necromancy Feat) 7/day - one undead creature	Necromancy	1 day/lvl	close	will	yes	PCR-257
0			Bleed - causes a stabilized creature to resume dying	Necromancy	instant	close	will	yes	PCR-249
0			Disrupt Undead - ray of positive energy deals 1d6 dam to undead, if hit	Necromancy	instant	close	none	yes	PCR-273
0			Touch of Fatigue - touch attack fatigues target	Necromancy	1 rnd/lvl	touch	fort	no	PCR-360
0			Ray of Frost - ray of cold deals 1d3 dam to target, if hit	Evocation	instant	close	none	yes	PCR-330
1			Cause Fear - 1 creature of 5 HD or less flees for 1d4 rnds	Necromancy	1d4 rnds	close	will	yes	PCR-252
1			Chill Touch - one touch/level deals 1d6 dam and possibly 1 Str dam	Necromancy	instant	touch	will	yes	PCR-255
1			Ray of Enfeeblement - reduce str by 1d6+lvl/2 (min +1, max +5)	Necromancy	1 rnd/lvl	close	fort	yes	PCR-329

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