

Vaikas Pragara

David

CHARACTER
Dhampir Medium Male
RACE & LA SIZE GENDER
121 Lawful Evil Moloch (BOD1-17)
AGE ALIGNMENT DEITY

PLAYER
5'8" 130 black red pallid
HEIGHT WEIGHT HAIR EYES SKIN
Cheliox
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Infernal, Abyssal, Celestial, Draconic, Protean

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

HITPOINTS

Table with columns: CURRENT HP, HP GAINED, HD. Values: 52, 45, 10.

CLASS RECORDER

Table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row: Wizard (Cruoromancer).

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows: AC, TOUCH, FLAT-FOOT.

ARMOR CHECK PENALTY 0

MAXIMUM DEX --

SPELL FAILURE 0%

COMBAT NOTES & MODIFIERS

Table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT, REF, WILL.

Table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE, RANGED, CMB, CMD.

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 attack, 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)
Blood Command (Su) create 3x HD in animate undead(ARG-98)
Blood Desecration (Su) - Desecrate spell (ARG-98)
(note desecrate allows 4 HD/lvl animate undead)
Blood Drinker - human - gain 5 temp Hp +1 check/saves (ARG-99)
Blood Feaster - use blood drinker 4 times,+2 dam, +1 STR checks (ARG-100)
Blood Salvage - use blood drinker on dead (ARG-100)
Diverse Palate x2 - use blood of devils & daemons, need only 1 use blood time (ARG-100)

SKILLS

Table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Rows: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HEAL, INTIMIDATE, KN, LINGUISTICS, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

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 [x] 105,000 / 105,000

Table with columns: SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS.

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows: ARMOR, SHIELD.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: quarterstaff of bone +3, dagger.

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
	spell components			

EQUIPMENT & MAGIC ITEMS

#	ITEM	QTY / USES	WGT N/A	WEIGHT
	bones of undeath - double duration of undead control/hold			
	& double number of undead created by animate undead			
	(note if coupled w/ desecrate, 8 HD/lvl = 80 HD)			
	quarterstaff of bone +3, +3 DC to Necromancy spells			

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	N	152	304	760
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY

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

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

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
	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
			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
1			Decompose Corpse - turn corpse into a clean skeleton	Necromancy					UM
1			Restore Corpse - skeletal corpse grows flesh	Necromancy					UM
1			Sculpt Corpse - Make a Corpse look like another creature	Necromancy					APG
1			Detect Undead - within 60'	Divination					PCR
2			Blindness/Deafness - cause blindness or deafness	Necromancy					PCR
2			Command Undead - undead creatures obey your command	Necromancy					PCR
2			Defoliate - destroy plant life in 60' line or 10' radius spread	Necromancy					StLC
2			False Life - Gain 1d10+10 temporary hp	Necromancy					PCR
2			Ghoul Touch - paralyze one subject, which exudes sickening stench	Necromancy					PCR
2			Spectral Hand - create disembodied, glowing hand to deliver touch attacks	Necromancy					PCR
2			Unshakable Chill - Targets takes 1d6 cold damage per 10 min until save	Necromancy					PCR
3			Fly - fly at 60' for 1 min/lvl	Transmutation					PCR

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Animate Dead, Lesser - create one skeleton or zombie	Necromancy					UM
3			Deathwine - increase caster level for next necromancy spell	Necromancy					RotR
3			Eldritch Fever - target gains eldritch ague spellblight	Necromancy					UM
3			Gentle Repose - preserve a corpse	Necromancy					PCR
3			Halt Undead - immobilize undead for 1 rnd/lvl	Necromancy					PCR
3			Malediction - touch to kill an unconscious creature, gain hero points	Necromancy					APG
3			Ray of Exhaustion - make subject exhausted	Necromancy					PCR
3			Sands of Time - Target temporarily ages	Necromancy					UM
3			Vampiric Touch - 1d6 dam/2 levels, caster gains dam as temp hp	Necromancy					PCR
3			Undead Anatomy I - Take form of small or medium undead	Transmutation					UM
4			Animate Dead - create skeletons and zombies from corpses	Necromancy					PCR
4			Bestow Curse - -6 ability, -4 on rolls, 50% chance of losing action	Necromancy					PCR
4			Boneshatter - 1d6 dam/lvl and exhausted for 1 min/lvl	Necromancy					OLoP
4			Contagion - infects subject with chosen disease	Necromancy					PCR
4			Enervation - inflict 1d4 negative levels	Necromancy					PCR
4			Familiar Melding - Possess your Familiar	Necromancy					UM
4			Fear - subjects within cone flee for 1 rnd/lvl	Necromancy					PCR
4			Shadow Projection - temporarily become a shadow	Necromancy					APG
5			Astral Projection, Lesser - limited astral travel	Necromancy					UM
5			Blight - withers one plant or deals 1d6/lvl to plant	Necromancy					PCR
5			Magic Jar- possess another creature	Necromancy					PCR
5			Plague Carrier - targets attacks carry filth fever	Necromancy					UM
5			Suffocation - target suffocates to death	Necromancy					APG
5			Symbol of Pain - Triggered Rune Wracks creatures with pain	Necromancy					PCR
5			Undead Anatomy II - Take form of tiny or large undead	Transmutation					UM

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