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, Protean

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: 77

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 77

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
52	10	Wizard (Cruoromancer)	5	69		3	3	7	10
25	5	Diabolist (BOD1-44-45)	2	44		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	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	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 TRAINED: 113

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☐ Acrobatics ♦	DEX	5		5		
☑ Appraise	INT	11	1	7	3	
☐ Bluff	CHA	6		4		2
☐ Climb ♦	STR	1		1		
☑ Craft:	INT	25	15	7	3	
☐ Diplomacy	CHA	4		4		
☐ Disable Device ♦	DEX			5		
☐ Disguise	CHA	4		4		
☐ Escape Artist ♦	DEX	5		5		
☑ Fly ♦	DEX	18	10	5	3	
☐ Handle Animal	CHA			4		
☐ Heal	WIS	2	1	1		
☐ Intimidate	CHA	14	10	4		
☑ Kn: All	INT	25	15	7	3	
☐ Kn:	INT			7		
☐ Kn:	INT			7		
☐ Kn:	INT			7		
☐ Kn:	INT			7		
☐ Kn:	INT			7		
☑ Linguistics	INT	11	1	7	3	
☐ Perception	WIS	13	10	1		2
☐ Perform:	CHA	4		4		
☑ Prof:	WIS	14	10	1	3	
☐ Ride ♦	DEX	5		5		
☐ Sense Motive	WIS	11	10	1		
☐ Sleight of Hand ♦	DEX			5		
☑ Spellcraft	INT	25	15	7	3	
☐ Stealth ♦	DEX	5		5		
☐ Survival	WIS	1		1		
☐ Swim ♦	STR	1		1		
☐ Use Magic Device	CHA	19	15	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)
- 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)
- Infernal Bargain - Summoned devil reduces price by 1/2 (BOD1-45)
- Augment Summoning +4 Str & Con (PCR-118)
- Channel Hellfire - convert energy to hellfire (BOD1-45)
- Infernal Charisma +4 w/ devils (BOD1-44)
- Imp Companion (BOD1-44)
- Damned No ressurrection (BOD1-44)

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

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 of bone +3	+6+3	1d6+1+3	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
Heresy +2 checks to research devil's names (BOD1-45)		
Hellish Soul - resurrection is allowed (BOD1-45)		
Natural Charmer - Take a 20 on any charisma based check (ARG-100)		
Maleficium x2 add 1 to DC of all evil spells & reduce 1 for metamagic (CoC-17)	2 more	
Empower spells (metamagic feat, increase all by 50%) - up 1 slot, (PCR-122)		

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			
	Talisman of Malebolge - planeshift to "The Revenant Court"	BOD1		
	beneath Citadel Ba'al in Malebolge, sixth layer of Hell	p.16-17		
	Ring of negative energy channeling (convert one energy to negative energy)			

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
17	0	5	4		1	
18	1st	7	4	2	1	
19	2nd	6	4	2		
20	3rd	64	4	2		
21	4th	5	4	1		
22	5th	5	4	1		
23	6th	4	3	1		
24	7th	3	2	1		
25	8th	1	1			
	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
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			Vision of Hell - shaken, -2 save on fear	Illusion					BOD1-47
3			Fly - fly at 60' for 1 min/lvl	Transmutation					PCR

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SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Animate Dead, Lesser - create one skeleton or zombine	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 - immoblize 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
4			Sacrifice - sacrifice before summoning/animate yields bonus	enchantment					BOD1-47
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
5			Planar Binding Lesser - bind up to 6HD to perform service	Conjuration					PCR
5			Spawn Ward - Immune to energy drain	Necromancy					ARG-101
6			Circle of Death - kills 1d4/lvl HD of creatures	Necromancy					PCR
6			Contagion, Greater, infect a subject with magical disease	Necromancy					UM
6			Symbol of Fear - triggered run panics nearby creatures	Necromancy					PCR
6			Undeath to Death - destroys 1d4/lvl HD of undead	Necromancy					PCR
6			Hellfire Ray - 15d6 dam, save vs damnation	Necromancy	instant	close	no	yes	BoD1-46
6			Undead Anatomy III - take form of diminutive or huge undead	Transmutation					UM
6			Planar Binding - up to 12 HD	Conjuration					PCR
7			Control Undead -	Necromancy					PCR
7			Epidemic - Infect subject with highly contagious disease	Necromancy					UM
7			Figure of Death - deal 10 dam/lvl to one character	Necromancy					PCR
7			Plague Storm - cloud of contagion	Necromancy					UM
7			Temporary Resurrection - bring a creature to life for 24 hrs, then it dies again	Necromancy					UM
7			Teleport, Greater, no range limit and no off-target arrival	Conjuration					PCR

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SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
8			Create Greater Undead - create shadows, wraiths, spectres or devourers	Necromancy					PCR
8			Horrid Wilting - deals 1d6/lvl damage within 30'	Necromancy					PCR
8			Orb of the Void - sphere inflicts negative levels	Necromancy					UM
8			Symbol of Death - Triggered rune kills nearby creatures	Necromancy					PCR
8			Undead Anatomy IV - Take form of undead and their powers	Transmutation					UM

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SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

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