

Wolfgang Nekro

CHARACTER (Grimspawn) Medium Male 57 Chaotic Neutral Charon the Ferryman

Joseph

PLAYER 6'1" 170 lbs Dark Red Maroon Gray



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

LANGUAGES: Common, Infernal, Abyssal, Celestial, Draconic, Undercommon, Goblin

Ability Score table with columns for STR, DEX, CON, INT, WIS, CHA and rows for Total, Mod, Base, Enhance, Misc, Temp.

HITPOINTS table with columns for Current HP, HP Gained, HD, Nonlethal HP Dam, Temporary HP, Favored Class, and Totals.

CLASS RECORDER table with columns for Class Name, BAB, Skill, FC HPS, Fort, Ref, Will, Levels, and Totals.

ABILITY SCORE & RACIAL NOTES

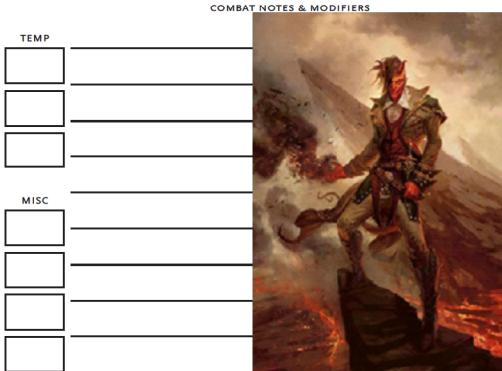
CONDITIONS & MISCELLANEOUS TRACKING

SKILLS table with columns for Skill Name, Ability, Total, Ranks, Trained, Misc.

ATTACKS & DEFENSE table with columns for Armor Class, Touch, Flat-foot, Dodge, Natural, Deflect, Misc, Temp, and Spell Failure.

SKILLS table listing various skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Linguistics, Perception, Perform, Prof: bookmaker, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS table with columns for Fort, Ref, Will, Class Base, Ability, Enhance, Misc, Temp.



ATTACKS table with columns for Melee, Ranged, CMB, CMD, Base Attack Bonus, Temp, Ability, Size, Misc.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Tiefling (Grimspawn - Daemonborn) Improved Initiative +4
Defensive Racial Traits: Fiendish Resistance: cold, electricity & fire 5
Darkvision 60'
Natural Skills +2 Disable Device & Sleight of Hand
Deathkneel (Sp) touch dying foe, gain 1d8 hp & +2 Str 10min/foe lvl (1/day)
Soul Eater: when opponent reduced to 0 hp; gain lvl/2 temp HP for 1 minute
Class: Wizard HD: d6 skills 2 + Int Mod
Weapon and Armor Prof. Simple Weapons & no armor
Arcane Bond - Spellbook - cast any spell in book (1/day)
Scribe Scroll
Arcane School - Necromancy; prohibited Enchantment & Illusion
Command Undead (8/day) DC = 10+lvl/2+ChaMod= 14
Grave Touch (Sp) melee touch attack causes shaken (3+IntMod=8/day)

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 [] 0 / 2,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS section.

ARMOR & WEAPONS

ARMOR table with columns for Armor Name & Description, AC Bonus, Max Dex, Penalty, Spell Fail, Type, Weight.

WEAPON table with columns for Weapon Name & Description, Attack Modifiers, Damage, Critical, Range, Type, Weight, Ammo & Notes.

SPELLS PER DAY

CLASS	Wizard			LEVEL	1	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	4	3		1	
16	1st	4	1	2	1	
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	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
0			Ray of Frost - deals 1d3 cold damage.	Evocation					
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Disrupt Undead - Deals 1d6 damage to one undead.	Necromancy					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Acid Splash - Orb deals 1d3 acid damage.	Conjuration					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Detect Poison - Detects poison in one creature or small object.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
0			Open/Close - Opens or closes small or light things.	Transmutation					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Evocation					
1			Burning Hands - 1d4/level fire damage (max 5d4).	Evocation					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Evocation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					