

Wolfgang Nekro
 CHARACTER: Tiefing (Grimspawn) Medium Male
 RACE & LA: 57 Chaotic Neutral Charon the Ferryman
 AGE ALIGNMENT DEITY: Common, Infernal, Abyssal, Celestial, Draconic, Undercommon, Goblin, Sylvan
 Joseph
 PLAYER: 6'1" 170 lbs Dark Red Maroon Gray
 HEIGHT WEIGHT HAIR EYES SKIN



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	19	4	17	2		
CON	12	1	12			
INT	20	5	18	2		
WIS	12	1	14	-2		
CHA	16	3	16			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
19	16	3	Necromancer	1	21	3	1	1	3	3			
TOTAL HP			19	FAVORED CLASS	Necromancer	TOTALS	1	21	3	1	1	3	3

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	1	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	11	-10+	1	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	21
<input type="checkbox"/> ACROBATICS	DEX	4	4		
<input checked="" type="checkbox"/> APPRAISE	INT	9	1	5	3
<input type="checkbox"/> BLUFF	CHA	3		3	
<input type="checkbox"/> CLIMB	STR	0		0	
<input checked="" type="checkbox"/> CRAFT: scrolls	INT	11	3	5	3
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	2
<input type="checkbox"/> DISGUISE	CHA	3		3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input checked="" type="checkbox"/> FLY	DEX	10	3	4	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			3	
<input type="checkbox"/> HEAL	WIS	1		1	
<input type="checkbox"/> INTIMIDATE	CHA	3		3	
<input checked="" type="checkbox"/> KN: (all)	INT	11	3	5	3
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input checked="" type="checkbox"/> LINGUISTICS	INT	9	1	5	3
<input type="checkbox"/> PERCEPTION	WIS	3	2	1	
<input type="checkbox"/> PERFORM:	CHA	3		3	
<input checked="" type="checkbox"/> PROF: bookmaker	WIS	6	2	1	3
<input type="checkbox"/> RIDE	DEX	4		4	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	2
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	3	5	3
<input type="checkbox"/> STEALTH	DEX	4		4	
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input type="checkbox"/> SWIM	STR	0		0	
<input type="checkbox"/> USE MAGIC DEVICE	CHA	6	3	3	

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	3	1	1		1	
REF	6	1	4		1	
WILL	5	3	1		1	

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	1		0			
RANGED	5		4			
CMB	6	1	INT	5		
CMD	15	-10+	B1B	0	STR & DEX	4



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

Race: Tiefing (Grimspawn - Daemonborn) Improved Initiative +4
 Defensive Racial Traits: Fiendish Resistance: cold, electricity & fire 5 Craft Wondrous Item
 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 FAST 5,000 / 9,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	8	=	4	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES	cold 5, electricity 5, fire 10				
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Cloak of Resistance (+1 AC Fortitude, Reflex, and Will).)	1					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff	+1	1d6/1d6 +0	20,x2		B	4.0	
daggers of bleeding +2 (4)	+5+2	1d4+2	19-20,x2	10	P/S	1.0	+2 bleed dam/rnd

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	5	4		1	
16	1st	5	2	2	1	
17	2nd	3	1	1	1	
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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.	Necromancy					
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					
1			Repair Undead Heals one undead of 1d8 hp + 1/level (max +5).	Necromancy					ACG
1			Interrogation - Target answers questions or suffers pain.	Necromancy					UM
2			Ghoul Touch - Paralyzes one subject, which exudes stench that makes those nearby sickened.	Necromancy					CRB
2			Fire Breath - 15' cone of fire - 1st rnd (4d6), 2nd rnd (2d6), 3rd rnd (1d6)	Evocation					APG