

S27 - Grom Stormfist (13)

NAME

WarPth13

78000

CLASS

13

EXPERIENCE

91000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	19	+4	25	+7	25	+7
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	16	+3	16	+3	16	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

+12

=

+4

+

+3

+

+5

+

+0

+

+0

+

+12

=

+4

+

+1

+

+5

+

+2

+

+0

+

+14

=

+8

+

+1

+

+5

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

+0

+

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

+0

+

+6/+1

=

+6/+1

+

+0

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6/+1	1d3	20/x2

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Tim Chapin

PLAYERNAME

Orc (Az)

Medium

7' 0"

275 lbs.

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

AGE

Male

Arctic Blue

Grey, Topknot

GENDER

EYES

HAIR

POINTS

VP
Vitality

79

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP
Wound Points

16

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

1

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+6/+1

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
					RANKS	MISC MODIFIER
✓	Appraise	INT	7	=	7	+
✓	Balance	DEX	1	=	1	+
✓	Bluff	CHA	3	=	3	+
✓	Climb	STR	0	=	0	+
✓	Concentration	CON	13	=	3	+ 10.0
✓	Craft (Leatherworking)	INT	9	=	7	+ 2.0
✓	Craft (Painting)	INT	15	=	7	+ 8.0
✓	Craft (Untrained)	INT	7	=	7	+
✓	Diplomacy	CHA	17	=	3	+ 12.0
✓	Disguise	CHA	3	=	3	+
✓	Escape Artist	DEX	1	=	1	+
✓	Forgery	INT	7	=	7	+
✓	Gather Information	CHA	3	=	3	+
✓	Heal	WIS	1	=	1	+
✓	Intimidate	CHA	5	=	3	+
✓	Jump	STR	0	=	0	+
✓	Knowledge (Arcana)	INT	12	=	7	+ 5.0
✓	Listen	WIS	1	=	1	+
✓	Perform (Percussion Instruments)	CHA	10	=	3	+ 7.0
✓	Ride	DEX	1	=	1	+
✓	Search	INT	7	=	7	+
✓	Sense Motive	WIS	8	=	1	+ 7.0
✓	Sneak	DEX	6	=	1	+ 5.0
✓	Sneak (Hide)	DEX	6	=	1	+ 5.0
✓	Spellcraft	INT	24	=	7	+ 15.0
✓	Spot	WIS	6	=	1	+ 5.0
✓	Survival	WIS	5	=	1	+ 4.0
✓	Swim	STR	0	=	0	+
✓	Use Rope	DEX	1	=	1	+
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Blessed Book	Carried	1	1.0	12500.0	
Magister's Gloves	Equipped	1	0.0	0.0	
Cloak of Resistance +5	Equipped	1	1.0	25000.0	
Headband of Intellect +6	Equipped	1	0.0	36000.0	
Magister's Belt (Conjuration)	Equipped	1	0.0	0.0	
Magister's Boots	Equipped	1	0.0	0.0	
Pearl of Power (4th Level)	Carried	1	0.0	16000.0	
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	89500.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES	
+1 DC to Warlock Path Spells	
+1 resistance bonus on saving throws	
+2 racial bonus to Handle Animal (Wolf)	
All Conjuration spells cast as if 1 level higher	
Demonologist (Ex): +1 caster level to Summoning Spells	
Detect Magic at will	
Enslave Outsider (Su)	
Fel Companion	
Fire resistance 5	
Summoner (Ex)	
Summoning Spells Duration Doubled	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Eidetic Memory	+1 bonus to all Knowledge skills; +4 to Intelligence checks
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Quickened Spell	Casting a quickened spell is a free action.
Silent Spell	A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.
Speed Burst	Extra move action once per day per two levels
Still Spell	A stilled spell can be cast with no somatic components.
Tattooed Spell	Store spell in a tattoo
Augment Summoning	Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.
Scribe Scroll	You can create a scroll of any spell that you know.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Goblin, Orc	

TEMPLATES	
MAG_BELT (Conjuration)	
MAG_BOOTS	
MAG_BELT	
2-item	
Truename	

Warlock Path Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	6	5	4	3	2	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			<i>Caster Level:</i> 14	
□□□□ Arcane Mark	17	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 13	
□□□□ Detect Magic	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□ Ghost Sound	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (55 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 13	
□□□□ Prestidigitation	17	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			<i>Caster Level:</i> 13	
□□□□ Read Magic	17	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□ Resistance	17	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V, S	Yes	Necromancy [Fear,RSRD: SpellsC.rtf Mind-Affecting]	
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 13	
□□□□ Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□ Demon Skin (Lesser)	18		1 standard action	30 minutes	Personal	V,S,M		Conjuration (Creation)	WoW: pg.295
<i>Effect:</i> +1 Enhancement bonus to Natural Armor and 6 temporary HP.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Mana Shield	18	None	1 standard action	1 hour/level	Personal	V,S,M	No	Abjuration	WoW: pg.318
<i>Effect:</i> Expend Spell Slots to avoid damage. Each Spell Level absorbs 2 points of damage.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□ Moonglaive	18	None	1 standard action	Instantaneous	See text	V,S	Yes	Conjuration (Creation) [Force]	WoW: pg.321
<i>Effect:</i> Ranged attack with a moonglaive; -2 to hit 2nd target; -4 to hit 3rd target [can be first].					<i>Target:</i> Up to 3 creatures, no 2 of which can be more than 15 ft. apart			<i>Caster Level:</i> 14	
□□□□ Shadow Meld	18	None	1 standard action	10 min./level [D]	Personal	V,S	No	Illusion (Glammer) WoW: pg.336	
<i>Effect:</i> If you remain motionless in shadows for a full round you become invisible.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□ Summon Monster I	18	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 15	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Detect Thoughts	19	Will negates; see text	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Allows "listening" to surface thoughts.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□ Invisibility	19	Will negates (harmless) or Will negates (harmless, object)	1 standard action	1 minute/level [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level			<i>Caster Level:</i> 13	
□□□□ Storm Hammer	19	See text	1 standard action	See text	Close (60 ft.)	V,S,M,F	Yes	Conjuration (Creation) [Force]	WoW: pg.342
<i>Effect:</i> Ranged touch attack deals 2d6 + 2d6 for every three levels above 3rd [to a maximum of 8d6 at 10th level]: Dazed for 1 round unless makes a Fort save.					<i>Target:</i> One force hammer			<i>Caster Level:</i> 14	
□□□□ Summon Monster II	19	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Demon Skin	20		1 standard action	30 minutes	Personal	V,S,M		Conjuration (Creation)	WoW: pg.294
<i>Effect:</i> +3 Enhancement bonus to Natural Armor and 18 temporary HP.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Hooks of Binding	20	Fort Negates	1 standard action	1 rnd./level	Medium (240 ft.)	V,S,M/DF	Yes	Conjuration (Creation) [Force]	WoW: pg.313
<i>Effect:</i> Holds creature in place; -4 Dex, -2 Attacks; See text.					<i>Target:</i> One demon or undead creature with up to 12 HD			<i>Caster Level:</i> 14	
□□□□ Summon Monster III	20	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□ Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

* =Domain/Speciality Spell

Warlock Path Spells

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Eye of Kilrogg	21	None	10 minutes	1 min./level [D]	Unlimited	V,S,M	No	Divination (Scrying)	WoW: pg.304
<i>Effect:</i> Magical Sensor that allows you to see ahead; see text.					<i>Target:</i> Magical Sensor			<i>Caster Level:</i> 13	
☐☐☐☐ Invisibility, Greater	21	Will negates (harmless)	1 standard action	1 round/level [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 13	
☐☐☐☐ Rain of Fire	21	None; see text	1 standard action	Instantaneous	Medium (230 ft.)	V,S,M	Yes	Evocation [Fire]	WoW: pg.330
<i>Effect:</i> Deals 3d6 points of bludgeoning and 2d6 points of fire.					<i>Target:</i> Cylinder [20-ft.radius, 40 ft. high]			<i>Caster Level:</i> 13	
☐☐☐☐ Summon Monster IV	21	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Carrion Swarm	22	Reflex half	1 standard action	Instantaneous	Close (60 ft.)	V,S,M	Yes	Conjuration (Summoning)	WoW: pg.285
<i>Effect:</i> Deal 1d6 damage/level [max 15d6]. Damage is nonmagical, bludgeoning and piercing.					<i>Target:</i> Cone			<i>Caster Level:</i> 15	
☐☐☐☐ Dismissal	22	Will negates; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 13	
☐☐☐☐ Drain Life	22	None	1 standard action	Concentration, up to 1 round/level [D]	Close (55 ft.)	V,S	Yes	Necromancy	WoW: pg.301
<i>Effect:</i> Drain 1 pt of Con a round, gaining 5hp for each pt drained.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
☐☐☐☐ Drain Soul	22	Fort half	1 standard action	Special	90 ft.	V,S,XP	Yes	Conjuration (Soul)	WoW: pg.301
<i>Effect:</i> Deal 1d10 pts of damage per round up to your caster level.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
☐☐☐☐ Summon Monster V	22	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Contingency	23	None	At least 10 minutes; see text	1 day/level [D] or until discharged	Personal	V, S, M, F	No	Evocation	RSRD: SpellsC.rtf
<i>Effect:</i> Sets trigger condition for another spell.					<i>Target:</i> You			<i>Caster Level:</i> 13	
☐☐☐☐ Demon Skin (Greater)	23		1 standard action	30 minutes	Personal	V,S,M		Conjuration (Creation)	WoW: pg.295
<i>Effect:</i> +6 Enhancement bonus to Natural Armor and 32 temporary HP.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐ Soul Stone	23	None	10 minutes	Special	Personal	V,S,M,XP	No	Conjuration (Healing)	WoW: pg.339
<i>Effect:</i> Soulstone can restore you to life while in your possession.					<i>Target:</i> 1 soulstone			<i>Caster Level:</i> 14	
☐☐☐☐ Summon Monster VI	23	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Dark Metmorphosis	24		1 standard action	1 rnd./level	Personal	V,S,M		Transmutation [Fel]	WoW: pg.292
<i>Effect:</i> Gain Fast Healing 3, DR 10/good and silver, +4 enhancement to Str and Con, +4 bonus Enhancement Natural Armor; may cast Annihilation sphere each round as a standard action.					<i>Target:</i> You			<i>Caster Level:</i> 13	
☐☐☐☐ Summon Monster VII	24	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Tattooed Spell - Cast once/day
6th - Demonskin (Greater)
4th - Greater Invisibility
3rd - Summon Monster III