Unnamed 1					None	None
Character Name		Player Name		Deity	Region	Alignment
Necromancer 2		Human / Humanoid	d	Medium / 5 ft. x 5 ft.	6' 2" / 200 lbs.	Normal
CLASS		RACE		SIZE / FACE	HEIGHT / WEIGHT	VISION
2 (1)	2000 / 5000	21	Male			
Character Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES	HAIR	Points
ABILITY NAME ABILITY EQUIPPED SCORE SCORE	ABILITY ABILITY PENALTY MODIFIER DAMAGE		WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	+0	HP hit points				Walk 30 ft.
DEX 10	+0	armor class	10 = 10 + 0	+ 0 + 0 + 0 + 0 + 0	JRAL DEFLEC: DODGE Morale	+ 0 + 0 + 0 + 0 H O
CON 10	+0	INITIATIVE	+0 = +0 + +0	BONUS	MOR TION SOSSE INSIDE	•
INT 10	+0	modifier	TOTAL DEX MISC	MISS Arcane ARMOR SPELL		
Intelligence			MODIFIER MODIFIER CI	HANCE Spell CHECK RESIST Failure PENALTY		
WIS 10	+0	Encumbrance	Light	TOTAL SKILLPOINTS: 6 (UNUSE	SKILL	
CHA 10	+0			Acrobatics		SKILL ABILITY RANKS MISC MODIFIER
SAVING THROWS	TOTAL BASE ABILITY	MAGIC MISC EPIC TEMP	V	Appraise	DEX INT	0 = 0
FORTITUDE	+0 = +0 + +0 +	+ +0 + +0 + +0 +	1	Bluff	CHA	0 = 0
(constitution)	+0 +0 +0	TO TO TO	/	Climb	STR	0 = 0
REFLEX	+0 = +0 + +0	+ +0 + +0 + +0 +	/	Craft (Untrained)	INT	0 = 0
(dexterity)			✓	Diplomacy	CHA	0 = 0
WILL (wisdom)	+3 +3 +0	+ +0 + +0 + +0 +	✓	Disguise	CHA	0 = 0
			✓	Escape Artist	DEX	0 = 0
	TOTAL E	BASE ATTACK BONUS STAT SIZ	ZE MISC EPIC TEMP	Fly	DEX	0 = 0
MELEE	+1 =	+1 + +0 + +		Heal	WIS	0 = 0
attack bonus				Intimidate	CHA	0 = 0
RANGED attack bonus	+1 =	+1 +0 + +	0 + +0 + 0 +	Perception Perform (Untrained)	WIS CHA	0 = 0
CMB	+1 =	+1 ++0++	0+++++	Ride	DEX	0 = 0
attack bonus	· ·			Sense Motive	WIS	0 = 0
GRAPPLE	TRIP	DISARM SUNDE		Stealth	DEX	0 = 0
CMB +1	+1	+1 +1	+1 +1	Survival	WIS	0 = 0
CMD 11	11	11 11	11 11 🗸	Swim	STR	0 = 0
*· weapon is equipped						= + +

. 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.

√: can be	e used untrained. X	: exclusive skills	. *: Skill M	lastery.
	Grave	Touch		

Uses per day

Grave Touch (Sp):As a standard action, you can make a melee touch attack that causes a living creature to become shaken for 1 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer that 2 Hit Dice. You can use this ability 3 times per day. [CR, p.81]

	Power Over Undead
Uses per day	
[CR, p.81]	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
TOTAL WEIGHT CARRIED/VALUE	3 lbs.	15	gp

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

MONEY	
	Total- 0 an

MAGIC

Languages

Common

Other Companions

Special Attacks

Grave Touch (Sp)

[CR, p.81]

As a standard action, you can make a melee touch attack that causes a living creature to become shaken for 1 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer that 2 Hit Dice. You can use this ability 3 times per day.

Special Qualities

Arcane Bond (Su)

At 1st level, wizards form a powerful bond with an object, as a bonded object, or a creature, as a familiar. Once a wizard makes this choice, it is permanent and cannot be changed.

Bonus Feat [CR, p.27]

Humans select one extra feat at 1st level.

Cantrips

[CR, p.79]

You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Conjuration Opposition School

[CR, p.78]

You have chosen conjuration spells as an opposition school.

Evocation Opposition School

[CR, p.78]

You have chosen evocation spells as an opposition school.

Necromancy School

[CR, p.81]

You have chosen to specialize in necromancy spells.

[CR, p.27] Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon and Armor Proficiency

[CR]

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Feats

Scribe Scroll

[CR, p.132]

You can create magic scrolls.

You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Quarterstaff, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

Unnamed 1

Human
RACE
21
AGE
Male
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
6' 2"
HEIGHT
200 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
SKIN GOLOOK
HAIR / HAIR STYLE
TIAIR/TIAIR STILE
PHOBIAS
PERSONALITY TRAITS
INTERESTS
•
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None REGION
REGION
DEITY
Humanoid
Race Type
·· ·/r-
Race Sub Type
Description:
Posori Priori.

Character: Unnamed 1 Player:

Biography: