

Zapaneh Prazox (Sacha)

CHARACTER NAME

Josh

PLAYER

Dread Necromancer 7

CLASS AND LEVEL

Augmented Undead Dwarf

RACE

Chaotic Evil

ALIGNMENT

DEITY

Medium 300.0

SIZE

AGE

Male

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	BASE HP (BEFORE CON)	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED				
STR STRENGTH	7	-2			HP HIT POINTS 36					20 feet				
DEX DEXTERITY	15	2			AC ARMOR CLASS 19	10	6	0	2	0	1	0	0	DAMAGE REDUCTION DR 4/BL & Magic
CON CONSTITUTION	10	0			TOTAL									
INT INTELLIGENCE	14	2			TOUCH ARMOR CLASS 12	FLAT-FOOTED ARMOR CLASS 17								
WIS WISDOM	13	1			INITIATIVE MODIFIER 2	2	2							
CHA CHARISMA	21	5			TOTAL									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS +2 vs. control undead DN bonuses to most fort saves
FORTITUDE (CONSTITUTION)	2	2	0				
REFLEX (DEXTERITY)	4	2	2				
WILL (WISDOM)	6	5	1				

BASE ATTACK BONUS	3	SPELL RESISTANCE	
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GRAPPLE MODIFIER	1	3	-2	0	
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
	1	3	-2	0	0
RANGED attack bonus	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER
	5	3	2	0	0

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Charnel Touch	+5	1d8+1	
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Masterwork Composite Longbow	+5	1d8	x3
RANGE	TYPE	NOTES	
110			

AMMUNITION 40 Arrows

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	<input type="checkbox"/> APPRAISE	INT	6	2	+	4
	<input type="checkbox"/> BALANCE	★DEX	2	2	+	+
	<input checked="" type="checkbox"/> BLUFF	CHA	19	5	+	10
	<input type="checkbox"/> CLIMB	★STR	-2	-2	+	+
	<input checked="" type="checkbox"/> CONCENTRATION	CON	15	0	+	10
	<input checked="" type="checkbox"/> CRAFT ()	INT	4	2	+	2
	<input checked="" type="checkbox"/> CRAFT ()	INT	2	2	+	+
	<input checked="" type="checkbox"/> CRAFT ()	INT	2	2	+	+
	<input checked="" type="checkbox"/> DECIPHER SCRIPT	INT	2	2	+	+
	<input type="checkbox"/> DIPLOMACY	CHA	5	5	+	+
	<input type="checkbox"/> DISABLE DEVICE	INT	2	2	+	+
	<input checked="" type="checkbox"/> DISGUISE	CHA	15	5	+	10
	<input type="checkbox"/> ESCAPE ARTIST	★DEX	2	2	+	+
	<input type="checkbox"/> FORGERY	INT	2	2	+	+
	<input type="checkbox"/> GATHER INFORMATION	CHA	5	5	+	+
	<input type="checkbox"/> HANDLE ANIMAL	CHA	5	5	+	+
	<input type="checkbox"/> HEAL	WIS	1	1	+	+
	<input checked="" type="checkbox"/> HIDE	★DEX	2	2	+	+
	<input checked="" type="checkbox"/> INTIMIDATE	CHA	5	5	+	+
	<input type="checkbox"/> JUMP	★STR	-2	-2	+	+
	<input checked="" type="checkbox"/> KNOWLEDGE (Arcana)	INT	2	2	+	+
	<input checked="" type="checkbox"/> KNOWLEDGE (Religion)	INT	13	2	+	8
	<input type="checkbox"/> KNOWLEDGE (The Planes)	INT	2	2	+	+
	<input type="checkbox"/> KNOWLEDGE (Ancient Empires)	INT	7	2	+	5
	<input type="checkbox"/> KNOWLEDGE (Cadavers)	INT	7	2	+	5
	<input type="checkbox"/> LISTEN	WIS	1	1	+	+
	<input type="checkbox"/> MOVE SILENTLY	★DEX	2	2	+	+
	<input type="checkbox"/> OPEN LOCK	DEX	2	2	+	+
	<input type="checkbox"/> PERFORM ()	CHA	5	5	+	+
	<input type="checkbox"/> PERFORM ()	CHA	5	5	+	+
	<input type="checkbox"/> PERFORM ()	CHA	5	5	+	+
	<input checked="" type="checkbox"/> PROFESSION ()	WIS	1	1	+	+
	<input checked="" type="checkbox"/> PROFESSION ()	WIS	1	1	+	+
	<input type="checkbox"/> RIDE	DEX	2	2	+	+
	<input type="checkbox"/> SEARCH	INT	2	2	+	+
	<input type="checkbox"/> SENSE MOTIVE	WIS	5	1	+	4
	<input type="checkbox"/> SLEIGHT OF HAND	★DEX	2	2	+	+
	<input checked="" type="checkbox"/> SPELLCRAFT	INT	2	2	+	+
	<input type="checkbox"/> SPOT	WIS	1	1	+	+
	<input type="checkbox"/> SURVIVAL	WIS	1	1	+	+
	<input type="checkbox"/> SWIM	★STR	-2	-2	+	+
	<input type="checkbox"/> TUMBLE	★DEX	2	2	+	+
	<input type="checkbox"/> USE MAGIC DEVICE	CHA	6	5	+	1
	<input type="checkbox"/> USE ROPE	DEX	2	2	+	+
	<input type="checkbox"/>		0	+	+	+
	<input type="checkbox"/>		0	+	+	+
	<input type="checkbox"/>		0	+	+	+

■ Denotes a skill that can be used untrained.

□ Show ACP effects (Click to change)

□ Mark this box with an ■ if the skill is a class skill for the character.

★Armor check penalty (-9) applies. (Double penalty for Swim.)

