

# Damien Thorn

Human, Fighter 4th / Blackguard 4th (Lawful Evil)  
Str 18, Dex 10, Con 16, Int 10, Wis 12, Cha 14

Hit Points (hp)	<b>72</b>	Initiative	<b>+4</b>	Grapple	<b>+12</b>	Damage Reduction	
		Speed (Foot)	<b>20 ft.</b>	Spell Fail	<b>10%</b>	Spell Resistance	<b>0</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Greatsword+2	<b>+15/+10</b>	<b>2d6+8</b>	19-20 (x2)	Desc: Recognize as one of the best melee weapons available. Reliable and powerful
Natural (secondary)	Mohrg Tongue	<b>+7</b>	+2*Paralyze 1d4 minutes (For DC 17)	20 (x2)	Desc: Touch attack
Ranged	Composite Longbow (+4 Str)+2	<b>+10/+5</b>	<b>1d8+6</b>	20 (x3)	Desc: Made for a strength ratings of +4

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>22</b>	12 / 22	Full Plate+2 / None		+13	+4	+5

Skills	Value
Appraise	0
Balance	-6
Bluff	2
Climb	-2
Concentration	3
Decipher Script	-
Diplomacy	9
Disable Device	-
Disguise	2
Escape Artist	-6
Forgery	0
Gather Information	2
Handle Animal	-
Heal	1
Hide	-6
Intimidate	13
Jump	-8
Listen	1
Move Silently	-6
Open Lock	-
Ride	5
Search	0
Sense Motive	1
Sleight of Hand	-
Speak Language	1
Spellcraft	-
Spot	1
Survival	1
Swim	-8
Tumble	-
Use Magic Device	-
Use Rope	0
Knowledge - Religion	5
Craft - Blacksmithing	5

Abilities
Racial Traits: Human One Extra Feat at First Level +4 skill points at 1st level & +1 at each new level
Class Features: Fighter 4th 3x Bonus combat-oriented Feat
Class Features: Blackguard 4th Aura of Evil (Ex): 4 Detect Good (Sp) Poison Use Dark Blessing (Su) +2 Smite Good (Su) 1x per day: +2 Attack, +4 Damage Aura of Despair (Su): 10 ft. radius, -2 to all saves Command Undead (Su) (PHB p159): • 5x per day < OOOO > • Rebuke Check: 1d20+4 • Total HD Rebuked per Attempt: 2d6+4 • Command Undead up to: 1 HD Sneak Attack: +1d6
CHARACTER STATUS No errors detected



<b>Languages</b>	Common,
<b>Money</b>	500 gp                      sp

Feats
Power Attack Trade attack bonus for damage (up to +8) (x2 damage if two-handed)
Cleave Extra melee attack after dropping target
Great Cleave No limit to Cleave attacks each round
Improved Bull Rush +4 bonus on bull rush attempts; no attack of opportunity
Improved Overrun +4 bonus on overrun attempts; no attack of opportunity
Wpn Focus: Greatsword +1 bonus on attack rolls with: Greatsword
Improved Initiative +4 bonus on Initiative checks

Equipment
Composite Longbow (+4 Str), Greatsword, , , , ,
Magic Items Ring of Protection +2

**SPELL PLANNER for  
Blackguard**

**EFFECTIVE LEVEL** 4 = 4    
Total Base Adj.

<b>Spells per Day:</b>	2	1								
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>										
<b>Difficulty Class:</b>	11	12	13							

**LEGEND** Damien Thorn  
 \*: See text, **cr**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, (D)issmissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

**Range**  
 Close: 35'  
 Medium: 140'  
 Long: 560'

**SCHOOLS:** Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		<b>LEVEL 2:</b>										
<input type="checkbox"/>	2	Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+4 damage	p.216
		<b>BLACKGUARD - LEVEL 1:</b>										
<input type="checkbox"/>	1	Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+4 damage	p.215
<input type="checkbox"/>	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC12]	Yes	Touch, 1d8+4 damage	p.244