

Rebecca Thorn

Grafted Human, Cleric 1st / Wizard [Necromancer] 1st / True Necromancer 6th (Lawful Evil)
 Str 8, Dex 12, Con 12, Int 16, Wis 16, Cha 16

Hit Points (hp) **33** Initiative **+1** Grapple **+2** Damage Reduction
 Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Dagger+2	+4	1d4+1	19-20 (x2)	<small>Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you</small>

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	15	11 / 14	None / None		+7	+5	+11

Skills	Value
Appraise	3
Balance	1
Bluff	3
Climb	-1
Concentration	10
Decipher Script	4
Diplomacy	11
Disable Device	-
Disguise	3
Escape Artist	1
Forgery	3
Gather Information	3
Handle Animal	-
Heal	10
Hide	1
Intimidate	3
Jump	-1
Listen	3
Move Silently	1
Open Lock	-
Ride	1
Search	10
Sense Motive	3
Sleight of Hand	-
Speak Language	4
Spellcraft	17
Spot	3
Survival	3+2
Swim	-1
Tumble	-
Use Magic Device	-
Use Rope	1
Knowledge - Religion	14
Knowledge - Arcana	14

Abilities

==| Racial Traits: Grafted Human |==
 One Extra Feat at First Level
 +4 skill points at 1st level & +1 at each new level
 Bodak's Eye:
 - Death Gaze (Fortitude DC 15) 1/day

==| Class Features: Cleric 1st |==
 Cannot cast spells of opposed alignment
 Spontaneous Casting
 Turn/Rebuke Undead (Su)(PHB p159):
 • 10x per day < OOOOOOOOOO >
 • Turning Check: 1d20+5
 • Total HD Turned per Attempt: 2d6+5
 • Destroy Undead up to: 1 HD

==| Class Features: Wizard 1st |==
 School specialization: Necromancy
 • +2 on Spellcraft to learn spells of the Necromancy school.
 • Prohibited schools: Illusion, Abjuration
 Bonus Feat: Scribe Scroll

==| Class Features: True Necromancer 6th |==
 +5 existing arcane spell casting
 +5 existing divine spell casting
 Rebuke Undead (Su)(PHB p159):
 • 10x per day < OOOOOOOOOO >
 • Turning Check: 1d20+5
 • Total HD Turned per Attempt: 2d6+5
 • Destroy Undead up to: 1 HD
 Create Undead (2/day)
 Necromantic Prowess (+2)
 Zone of Desecration

==| Death Domain |==
 Death touch 1/day. You must succeed on a melee touch attack against a living creature. When you touch, roll 1d6. If the total at least equals the creature's current hit points, it dies (no save).

==| Evil Domain |==
 You cast evil spells at +1 caster level.

==| Conditional Skill Bonuses |==
 +2 on Survival when following tracks [Search]

==| CHARACTER STATUS |==
 No errors detected



Languages
 Common, Infernal, Abyssal, Undercommon

Money
 500 gp sp

Feats

Scribe Scroll Create magic scrolls
 Heighten Spell Cast spell as higher level
 Extra Turning Can turn or rebuke 4 more times per day
 Improved Turning +1 level for turning checks

Spell Focus: Necromancy Add +1 to the DC against spells of the Necromancy school of magic

Equipment
 Dagger, , , , , ,
 , , , , , ,

Magic Items
 Bracers of Armor +2, Amulet of Natural Armor +2
 Cloak of Resistance +2

SPELL PLANNER for Wizard

EFFECTIVE LEVEL 8 = 6 2
Total Base Adj.

Spells per Day:	4+1	4+1	4+1	3+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16						

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

Range	Close: 45'
	Medium: 180'
	Long: 720'

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.
LEVEL 3:												
	3	Ray of Exhaustion	N	VSM	1 action	Close		8 min	Fort part [DC17]	Yes	Ray causes exhaustion or fatigue	p.269
	3	Vampiric Touch	N	VS	1 action	Touch	Living creature touched	Instant/1 hr	None	Yes	Touch deals 4d6 damage; caster gains damage as HP	p.298
	3	Slow	T	VSM	1 action	Close	8 creatures inside 30'	8 rd	Will neg [DC16]	Yes	Subjects take only partial actions, -1 to AC, -1 to attack rolls and -1 to reflex	p.280
LEVEL 2:												
	2	Darkness	EV	VM/DF	1 action	Touch	Object touched	80 min (D)	None	No	20-ft. radius of supernatural darkness	p.216
	2	Ghoul Touch	N	VSM	1 action	Touch	Humanoid touched	1d6+2 rd	Fort neg [DC16]	Yes	Paralyzes one target, who exudes stench (-2 penalty) within 10'	p.235
	2	Detect Thoughts	D	VSF/DF	1 action	60 ft.	Cone-shaped emanation	8 min (Conc)	Will neg [DC15]	No	Allows 'listening' to surface thoughts	p.220
	2	Spectral Hand	N	VS	1 action	Medium		8 min (D)	None	No	Creates disembodied glowing hand to deliver touch attacks	p.282
LEVEL 1:												
	1	Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC14]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
	1	Chill Touch	N	VS	1 action	Touch	Crts touched, max. 8 times	Instant	see text	Yes	Deals 1d6 damage and possibly 1 Str damage, or panics undead	p.209
	1	Ray of Enfeeblement	N	VS	1 action	Close		8 min	None	Yes	Ray reduces Str by 1d6+4 points	p.269
	1	Mage Armor	C	VSF	1 action	Touch	Creature touched	8 hr (D)	Will neg [DC14]	No	Gives subject +4 armor bonus	p.249
SOR/WIZ CANTRIPS:												
	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	8 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
	0	Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
	0	Acid Splash	C	VS	1 action	Close		Instant	None	No	Orb deals 1d3 acid damage.	p.196
	0	Touch of Fatigue	N	VSM	1 action	Touch	Creature touched	8 rd	Fort neg [DC14]	Yes	Fatigues subject	p.294

SPELL PLANNER for Cleric

EFFECTIVE LEVEL 8 = 6 Base 2 Adj.

Spells per Day:	5	4+1	4+1	3+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16						

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 3:												
□□□□	3	Animate Dead	N	VSM	1 action	Touch	32 HD of corpses	Instant	None	No	Creates undead skeletons and zombies	p.198
□□□□	3	Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC17]	Yes	-6 to ability or -4 on attcks, saves, chks or 50% chance to lose action	p.203
□□□□	3	Blindness/Deafness	N	V	1 action	Medium	One living creature	Perm. (D)	Fort neg [DC17]	Yes	Makes subject blind or deaf	p.206
□□□□	3	Inflict Serious Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC17]	Yes	Touch attack, 3d8+8 damage	p.244
LEVEL 2:												
□□□□□	2	Death Knell	N	VS	1 action	Touch	Living creature touched	see text	Will neg [DC16]	Yes	Kills dying crt; you gain 1d8 temp HP, +2 Str, & +1 caster level	p.217
□□□□□	2	Desecrate	EV	VSMDF	1 action	Close	20' radius emanation	16 hr	None	Yes	Fills area with negative energy, making undead stronger	p.218
□□□□□	2	Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC16]	Yes	Touch attack, 2d8+8 damage	p.244
□□□□□	2	Summon Monster II	C	VSF/DF	1 round	Close		8 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□□	2	Gentle Repose	N	VSM/DF	1 action	Touch	Corpse touched	8 days	Will neg [DC16]	Yes	Preserves one corpse	p.235
LEVEL 1:												
□□□□□	1	Deathwatch	N	VS	1 action	30 ft.	Cone-shaped emanation	80 min	None	No	Sees how wounded subjects within 30 ft. cone emanation are	p.217
□□□□□	1	Doom	N	VSDf	1 action	Medium	One living creature	8 min	Will neg [DC15]	Yes	Target becomes shaken: -2 on attacks, dmg, saves & checks	p.225
□□□□□	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC15]	Yes	Touch, 1d8+5 damage	p.244
□□□□□	1	Cause Fear	N	VS	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rd	Will part [DC15]	Yes	One creature flees for 1d4 rounds	p.208
□□□□□	1	Summon Monster I	C	VSF/DF	1 round	Close		8 rd (D)	None	No	Calls outsider to fight for you	p.285
CLERIC - ORISONS:												
□□□□□	0	Inflict Minor Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will neg [DC14]	Yes	Touch attack, 1 point of damage	p.244
□□□□□	0	Light	EV	VM/DF	1 action	Touch	Object touched	80 min (D)	None	No	Object shines like a torch	p.248
□□□□□	0	Guidance	D	VS	1 action	Touch	Creature touched	see text	Will neg [DC13]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238
□□□□□	0	Virtue	T	VSDf	1 action	Touch	Creature touched	1 min	Fort neg [DC13]	Yes	Subject gains 1 temporary HP	p.298
□□□□□	0	Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 16 gallons of pure water	p.215