

Skullbasher

Necropolitan Elf, Cleric 7th (Neutral Evil)
Str 18, Dex 14, Con 10, Int 10, Wis 14, Cha 16

Hit Points (hp)	51	Initiative	+2	Grapple	+9	Damage Reduction	
		Speed (Foot)	20 ft.	Spell Fail	15%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Heavy Mace+2	+11	1d8+6	20 (x2)	Desc: Made of metal and very hard to break
Ranged	Composite Longbow (+4 Str)+2	+9	1d8+6	20 (x3)	Desc: Made for a strength ratings of +4

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	25	14 / 23	Breastplate+2 / Heavy Steel+2		+5	+4	+7

Skills

Appraise	0
Balance	-4
Bluff	3
Climb	-2
Concentration	1
Decipher Script	-
Diplomacy	12
Disable Device	-
Disguise	3
Escape Artist	-4
Forgery	0
Gather Information	3
Handle Animal	-
Heal	2
Hide	-4
Intimidate	3
Jump	-8
Listen	4
Move Silently	-4
Open Lock	-
Ride	2
Search	2
Sense Motive	2
Sleight of Hand	-
Speak Language	1
Spellcraft	5
Spot	4
Survival	2
Swim	-8
Tumble	-
Use Magic Device	-
Use Rope	2
Knowledge - Religion	5

Abilities

==| Racial Traits: Necropolitan Elf |==
 Resist Control +2
 Unnatural Resilience: Heal at normal rate
 Turn Resistance +2
 Undead Traits:
 - Darkvision 60'
 - Immune to mind affecting effects (charm, suggestion, etc.)
 - Immune to poison, stunning, paralysis, disease, sleep effects
 - Immune to critical hits, non-lethal hits, ability drain, energy drain
 - does not need to breathe, eat, or sleep
 Free search when passing within 5' of secret doors

==| Class Features: Cleric 7th |==
 Cannot cast spells of opposed alignment
 Spontaneous Casting
 Turn/Rebuke Undead (Su)(PHB p159):
 • 6x per day < OOOOO >
 • Turning Check: 1d20+5
 • Total HD Turned per Attempt: 2d6+11
 • Destroy Undead up to: 4 HD

==| Death Domain |==
 Death touch 1/day. You must succeed on a melee touch attack against a living creature. When you touch, roll 7d6. 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.

==| CHARACTER STATUS |==
 No errors detected



Languages

Common,

Money

500 gp

sp

Feats

Power Attack Trade attack bonus for damage (up to +5) (x2 damage if two-handed)
 Improved Turning +1 level for turning checks
 Great Cleave No limit to Cleave attacks each round
 Cleave Extra melee attack after dropping target

Equipment

Heavy Mace, Composite Longbow (+4 Str), , , , ,

Magic Items

Ring of Protection +2

SPELL PLANNER for
Cleric

EFFECTIVE LEVEL **8** = **7** **1**
Total Base Adj.

Spells per Day:	6	5+1	4+1	2+1	1+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15	16					

LEGEND Skullbasher

*: See text, **crt**: 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, Conjunction, 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 4:										
	☐☐	4 Air Walk	T	VSDF	1 action	Touch	Creature touched	80 min	None	Yes	Subject treads on solid air (climb at 45°angle)	p.196
	☐☐	4 Divine Power	EV	VSDF	1 action	Personal	You	8 rd			Gain 8 temp HP, +6 to Str, & your base attack bonus = 7	p.224
		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 Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+8	p.223
	☐☐☐	3 Inflict Serious Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC15]	Yes	Touch attack, 3d8+8 damage	p.244
		LEVEL 2:										
	☐☐☐☐☐	2 Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Strength	p.207
	☐☐☐☐☐	2 Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC14]	Yes	Touch attack, 2d8+8 damage	p.244
	☐☐☐☐☐	2 Darkness	EV	VM/DF	1 action	Touch	Object touched	80 min (D)	None	No	20-ft. radius of supernatural darkness	p.216
	☐☐☐☐☐	2 Summon Monster II	C	VSF/DF	1 round	Close		8 rd (D)	None	No	Calls outsider to fight for you	p.286
	☐☐☐☐☐	2 Eagle's Splendor	T	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg (harmless) [DC14]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
		LEVEL 1:										
	☐☐☐☐☐☐	1 Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC13]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
	☐☐☐☐☐☐	1 Cause Fear	N	VS	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rd	Will part [DC13]	Yes	One creature flees for 1d4 rounds	p.208
	☐☐☐☐☐☐	1 Command	EN	V	1 action	Close	One living creature	1 round	Will neg [DC13]	Yes	One subject obeys one-word command	p.211
	☐☐☐☐☐☐	1 Doom	N	VSDF	1 action	Medium	One living creature	8 min	Will neg [DC13]	Yes	Target becomes shaken: -2 on attacks, dmg, saves & checks	p.225
	☐☐☐☐☐☐	1 Protection from Good	A	VSM/DF	1 action	Touch	Creature touched	8 min (D)	Will neg [DC13]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
	☐☐☐☐☐☐	1 Sanctuary	A	VSDF	1 action	Touch	Creature touched	8 rd	Will neg [DC13]	No	Opponents can't attack you, and you can't attack	p.274
		CLERIC - ORISONS:										
	☐☐☐☐☐☐	0 Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 16 gallons of pure water	p.215
	☐☐☐☐☐☐	0 Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	☐☐☐☐☐☐	0 Virtue	T	VSDF	1 action	Touch	Creature touched	1 min	Fort neg [DC12]	Yes	Subject gains 1 temporary HP	p.298
	☐☐☐☐☐☐	0 Inflict Minor Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will neg [DC12]	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 Resistance	A	VSM/DF	1 action	Touch	Creature touched	1 min	Will neg [DC12]	Yes	Subject gains +1 resistance on saving throws	p.272