

# Skeletor

Character Name			Player Name			Align.		
Skeletor	M	Medium	56	6' 0"	155			
Race	Gender	Size	Age	Height	Weight			
Black	None	Himself	/			/		
Eyes	Hair	Deity	Affiliation / Guild			/ Rank / Score		

CLASS	HD Type	Level	Base Attack Bonus			Fort Save	Ref Save	Will Save	Skill Points
1. Sorcerer		8	4			2	2	6	
2.									
3.									
Racial Level Adjust									
<b>ECL</b>		<b>8</b>	<b>4</b>			<b>2</b>	<b>2</b>	<b>6</b>	

<b>STR</b>	Ability Score: 10	Ability Modifier: 0	Temp Score: 10	Temp Modifier: 0	<b>AC</b>	Temp: 19	Total: 19 = 10 + 5 + 4	Armor Bonus: 5	Shield Bonus: 4	Dex Modifier: 2	Size Modifier: 0	Natural Armor: 0	Deflection Modifier: 0	Dodge Bonus: 0	Insight Bonus: 0	Luck Bonus: 2	Sacred Bonus: 0	Comp. Bonus: 0	
<b>DEX</b>	14	2			VS Touch	14													
<b>CON</b>	10				Flat Footed	17													
<b>INT</b>	16	3																	
<b>WIS</b>	10																		
<b>CHA</b>	18	4																	

<b>Saving Throws</b>	Temp	Total	Base Save	Ability Modifier	Magic Modifier	Luck	Other Modifiers	<b>Damage Reduction</b>
<b>Fortitude</b>		8	2	0	4	2		
<b>Reflex</b>		10	2	2	4	2		
<b>Willpower</b>		12	6	0	4	2		

<b>Attack Bonus</b>	Melee	Ranged	Adjusted Speed	Base Speed	Temp Speed
<b>Total Main Hand</b>	6	6	30 ft	30 ft	
<b>Total Offhand</b>					
<b>Base Attack Bonus</b>	4	4			

Weapon	Attack	Damage	Critical
Staff of Power	+2	1d6+2	20
Range	Weight	Type	Size
ft	lb.	Bludgeoning	Large
Special Properties			
+2 AC, +2 saves (Luck)			

Weapon	Attack	Damage	Critical
Dagger		1d4	
Range	Weight	Type	Size
ft	lb.	Piercing	Small
Special Properties			

Weapon	Attack	Damage	Critical
Range	Weight	Type	Size
ft	lb.		
Special Properties			

Weapon	Attack	Damage	Critical
Range	Weight	Type	Size
ft	lb.		
Special Properties			

Ammunition:																			
Ammunition:																			
Ammunition:																			

Armor / Protective Item	Type	Armor Bonus	Deflection Modifier	Max Dex Bonus
Robe of the Archmagi		+5		
Check Penalty	Spell Failure	Speed	Weight	Special Properties
	%	ft	lb.	SR18, +4 saves, +2 SP

Shield / Protective Item	Type	Shield Bonus	Item Bonus	Max Dex Bonus
Check Penalty	Spell Failure	Weight	Special Properties	
	%	lb.		

<b>Grapple</b>	Total: 4	BAB: 4	Str Modifier: 0	Special Size Mod: 0
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Class Skills	Max Ranks	Class	Cross	Total Ranks	Total	Synergy Bonus	Skill Ranks	Ability Modifier	Misc. Modifier
Appraise	11	5		5	2			3	
Balance	11	2		2				2	
Bluff	11	15		15		11		4	
Climb	11								
Concentration	11	11		11		11			
Craft (Evil Inventions)	11	14		14		11		3	
Craft	11	3		3				3	
Decipher Script	11	3		3				3	
Diplomacy	11	6		6	2			4	
Disable Device	11	3		3				3	
Disguise	11	6		6	2			4	
Escape Artist	11	2		2				2	
Forgery	11	3		3				3	
Gather Information	11	4		4				4	
Handle Animal	11	4		4				4	
Heal	11								
Hide	11	2		2				2	
Intimidate	11	6		6	2			4	
Jump	11								
Knowledge (Arcana)	11	14		14		11		3	
Knowledge	11	3		3				3	
Knowledge	11	3		3				3	
Knowledge	11	3		3				3	
Listen	11	2		2					2
Move Silently	11	2		2				2	
Open Lock	11	2		2				2	
Perform	11	4		4				4	
Perform	11	4		4				4	
Profession	11								
Ride	11	2		2				2	
Search	11	5		5				3	2
Sense Motive	11								
Sleight of Hand	11	4		4	2			2	
Spellcraft	11	16		16	2	11		3	
Spot	11	2		2					2
Survival	11								
Swim	11								
Tumble	11	2		2				2	
Use Magic Device	11	6		6	2			4	
Use Rope	11	2		2				2	

\*Class skills, skills not checked cost double  
 \*EVERYONE\* skill which may be used untrained  
 armor penalty applies      ↔ \*SYNERGY\* bonus

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Equipped Items		Weight
Arms		lb.
Body	Robe of the Archmagi	lb.
Face		lb.
Feet	Boots	lb.
Hands	Staff of Power	lb.
Head	Hood	lb.
Ring (right hand)	Signet Ring (Skeletor)	lb.
Ring (left hand)		lb.
Shoulders		lb.
Throat		lb.
Torso		lb.
Waist	Potion Belt	lb.
		lb.
		lb.

Backpack		Weight	Weight
Wineskin (Jaegermeister)	lb.		lb.
Flint and Steel	lb.		lb.
Effigy of He-man	lb.		lb.
Chronostone Shards	lb.		lb.
Snake Mtn Door Control	lb.		lb.
Signet Ring	lb.		lb.
Manual of Evil Magics	lb.		lb.
	lb.		lb.
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	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Pouches / Bags		Weight	Weight
Small bones for spells	lb.		lb.
Potion Belt	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Gems / Art Objects		Weight	Weight
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Total Weight: lb.

Lift Over Head Equals Max Load	Lift Off Ground 2x Max Load	Push or Drag 5x Max Load	Light Load	Medium Load	Heavy Load
lb.	lb.	lb.	lb.	lb.	lb.

Scroll Case		
Scroll of Cloudkill		
List: "People I Hate"		
List: "Minion Weaknesses"		

Potion Bag		
Potion of CSW		
Kheogum's Ointment (2)		
Elixir of Eagle Splendor		
Universal Solvent (1)		
Potion of Fire Breathing		

Weight: lb.

Feats / Abilities
Point Blank Shot
Improved Counterspell
Weapon Focus (Touch)
<b>Spells Known Level 0: (6/day)</b>
Detect Magic
Read Magic
Ray of Frost
Disrupt Undead
Mage Hand
Touch of Fatigue
Prestidigitation
<b>Spells Known Level 1: (7/day)</b>
Ray of Enfeeblement
True Strike
Magic Missile
Chill Touch
Charm Person
<b>Spells Known Level 2: (7/day)</b>
Scorching Ray
Melf's Acid Arrow
Web
Flaming Sphere
<b>Spells Known Level 3: (6/day)</b>
Lightning Bolt
Ray of Exhaustion
Haste
<b>Spells Known Level 4: (4/day)</b>
Ice Storm
Dimension Door

Abilities: Racial / Class / Misc.
Low-Light Vision
Immune to Sleep Enchantments
+2 Saves vs. Enchantment
Martial Weapon Proficiency
<b>Staff of Power (10 charges)</b>
- Continual Flame (1 charge)
- Levitate (1 charge)
- Lightning Bolt (5d6, 1 charge)
- Magic Missile x 2 (1 charge)
- Ray of Enfeeblement (1 charge)
- Cone of Cold (5d6, 2 charges)
- Globe of Invul (2 charges)
- Hold Monster (3 charges)
- Double Dmg in Melee (1 charge)
<b>Robe of the Archmagi</b>
+5 Armor Bonus to AC
+4 Resistance Bonus to Saves
Spell Resistance 18
+2 to Spell Penetration

Languages	

Money Pouch			
Copper:		Gold:	Total Coins:
Silver:		Platinum:	

Rations	Water
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