

# Combat Planner

Battle Order	Character / Creature Name	Hit Dice	Total Hit Points	Current Wounds	Init. Mod	Size	Fort	Saves Ref	Will	Move Speed	Base AC	Flat Footed AC	Touch AC	Melee Attacks					Ranged Attacks					Range Incr.	Listen	Spot	Hide	Move Silently	Creatures Special			
														Weapon	1st	2nd	3rd	4th	5th	Damage	Crit	Weapon	1st							2nd	3rd	4th
	Piercer	1d8	4		-3	Tiny	+3	-3	+0	5 ft.	16	9	9	Pierce	+2														+8	+19		Drop attack, Must climb again to attack Soft underbelly, acid damage 1d6
	Piercer	1d8	4		-3	Tiny	+3	-3	+0	5 ft.	16	9	9	Pierce	+2														+8	+15		Drop attack, Must climb again to attack Soft underbelly, acid damage 1d6
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	Zombie	2d12+3	16		-1	med	+0	-1	+3	30 ft.	11	11	9	Slam	+2																	Undead, Partial actions only
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	Skeleton	1d12	6		+5	med	+0	+1	+2	30 ft.	13	12	11	Claw / Claw	+0																	Cold Immunity, 1/2 Damage from Piercing / Slashing weapons
	Skeleton	1d12	6		+5	med	+0	+1	+2	30 ft.	13	12	11	Claw / Claw	+0																	Cold Immunity, 1/2 Damage from Piercing / Slashing weapons
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	Ghoul	2d12	13		+2	med	+0	+2	+5	30 ft.	14	12	12	claw /claw/ bite	+2	+0	+0												+7	+7	+7	+7 Skills: Climb +6, Escape Artist +7, Intuit Direction +3, Jump +6, Search +6.
	Ghoul	2d12	13		+2	med	+0	+2	+5	30 ft.	14	12	12	claw /claw/ bite	+2	+0	+0												+7	+7	+7	+7 Skills: Climb +6, Escape Artist +7, Intuit Direction +3, Jump +6, Search +6.
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Battle Order	Character / Creature Name	Hit Dice	Total Hit Points	Current Wounds	Init. Mod	Size	Fort	Saves Ref	Will	Move Speed	Base AC	Flat Footed AC	Touch AC	Melee Attacks					Ranged Attacks					Range Incr.	Listen	Spot	Hide	Move Silently	Creatures Special				
														Weapon	1st	2nd	3rd	4nd	5th	Damage	Crit	Weapon	1st							2nd	3rd	4nd	5th
	Ghoul	2d12	13		+2	med	+0	+2	+5	30 ft.	14	12	12	claw /claw/ bite	+2	+0	+0																Skills: Climb +6, Escape Artist +7, Intuit Direction +3, Jump +6, Search +6, Multiattack, Weapon Finesse (bite), Paralysis DC14 Fort, create spawn
	Ghoul	2d12	13		+2	med	+0	+2	+5	30 ft.	14	12	12	claw /claw/ bite	+2	+0	+0															Skills: Climb +6, Escape Artist +7, Intuit Direction +3, Jump +6, Search +6, Multiattack, Weapon Finesse (bite), Paralysis DC14 Fort, create spawn	
	Gray Ooze	3d10+10	26		-5	med	+1	-4	-4	10 ft.	5	5	5	Slam	+3																	Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid Blindsight, cold and fire immunity, ooze, camouflage DC15 to spot	
	Dretch	2d8	8		+0	small	+3	+3	+3	20 ft.	16	16	11	claw / claw / bite	+3	+3	+1															Spell-Like Abilities: At will-darkness, scare, and telekinesis; 1/day-stinking cloud. These abilities are as the spells cast by a 2nd-level sorcerer (save DC 10 + spell level). Summon Tanar'ri (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal. Damage reduction 5/silver, SR 5, Immunities (Ex): Tanar'ri are immune to poison and electricity. Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.	
	Dretch	2d8	8		+0	small	+3	+3	+3	20 ft.	16	16	11	claw / claw / bite	+3	+3	+1															Spell-Like Abilities: At will-darkness, scare, and telekinesis; 1/day-stinking cloud. These abilities are as the spells cast by a 2nd-level sorcerer (save DC 10 + spell level). Summon Tanar'ri (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal. Damage reduction 5/silver, SR 5, Immunities (Ex): Tanar'ri are immune to poison and electricity. Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.	
	Kurjan Sawtooth	6d8+12 Cleric 6	45		+0	med	+9	+4	+9	20 ft.	18	18	10	Shocking Spear of Returning +1	+8																	Touch AC 10; Flat Footed 18; Spells, Wand MM; Concen +12; Spellcraft +9; Death Touch 1/day 6d6 Spells Prepared (5/5/3): 0: cure minor wounds, inflict minor wounds(2), read magic, resistance; 1st: cause fear, bane, command, deathwatch (2); 2nd: death knell, death knell, cure moderate wounds, desecrate, hold person; 3rd: animate dead, bestow curse, speak with dead, summon monster III; Extra Turning (+4 attempts per Day)	
	Grumdak	5d12+16 Barb 5	56 (46)			med	+7	+3	+1	40 ft.	16	16	12	shortsword +1/ shortsword +1	+8	8 (5)																Rage 2/ day, uncanny dodge (Dex); Magic swords, Can parry death blow once then drop attacks to +7. Will use piercer's power on the second round of combat to hit Touch AC's Save bonus of +3 once (3 small gems) and can deflect one missile per round DC 20 REF Save. Will Rage as free action first Round . AC -2, STR +4, CON +4	