

Gyermek a'Szakadék

David

CHARACTER		Medium		Female		6'0"		124		white		black		black	
Drow		SIZE		GENDER		HEIGHT		WEIGHT		HAIR		EYES		SKIN	
RACE & LA		AGE		ALIGNMENT		DEITY		HOMELAND & BACKGROUND OCCUPATION							
122		Chaotic Evil		Nocticula (BOD2-21)		Menzoberranzan									

LANGUAGES: Elven, Undercommon, Abyssal, Common, Drow Sign Language



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	19	4	17	2		
CON	14	2	16	-2		
INT	16	3	16			
WIS	13	1	13			
CHA	23	6	21	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	8	1	Sorcerer	0	5		0	0	2	1
TOTAL HP			TOTALS							
8			0			5 0 0 0 2 1				

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	0	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	10	-10+	0	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	0	2			
REF	4	0	4			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		2		
RANGED	4	0		4		
CMB	2	0	STR	2		
CMD	16	-10+	BOB	0	STR & DEFLECT	6

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Darkvision (120') (ARG)	Bloodline Arcana (PCR-73) Summoned Creatures: DR/Good 1/2 CL
Immune to magic sleep effects	Bloodline Power: Claws (PCR-73)
+2 save vs enchantment spells and effects.	Eschew Materials: Ignore Minor Components (PCR-123)
Immune to accidental self-poisoning	Drow Nobility (ARG)
Spell Resistance 6+class level	Augment Summoning Summoned Creatures gain +4 STR & CON (PCR-118)
Dancing Lights (1/lvl at total CL) (PCR-263)	
Darkness (1/lvl at total CL) (PCR-263)	
Faerie Fire (1/lvl at total CL) (PCR-280)	
Light Blindness (1 rnd exposed to light)	
Weapon Prof: hand crossbow, rapier, short sword	
Sorcerer HD d6	
Weapon Proficiency: Simple Weapons	
Armor Proficiency: None	
Sorcerer Bloodline: Abyssal (PCF-72)	

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX 4		4		
<input checked="" type="checkbox"/> APPRAISE	INT 3		3		
<input checked="" type="checkbox"/> BLUFF	CHA 6		6		
<input type="checkbox"/> CLIMB *	STR 2		2		
<input checked="" type="checkbox"/> CRAFT:	INT 7	1	3	3	
<input type="checkbox"/> DIPLOMACY	CHA 6		6		
<input type="checkbox"/> DISABLE DEVICE *	DEX		4		
<input type="checkbox"/> DISGUISE	CHA 6		6		
<input type="checkbox"/> ESCAPE ARTIST *	DEX 4		4		
<input checked="" type="checkbox"/> FLY *	DEX 4		4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		6		
<input type="checkbox"/> HEAL	WIS 1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 6		6		
<input checked="" type="checkbox"/> KN: Arcana	INT 7	1	3	3	
<input checked="" type="checkbox"/> KN: Planes	INT 7	1	3	3	
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> LINGUISTICS	INT		3		
<input type="checkbox"/> PERCEPTION	WIS 3		1		2
<input type="checkbox"/> PERFORM:	CHA 6		6		
<input checked="" type="checkbox"/> PROF:	WIS		1		
<input type="checkbox"/> RIDE *	DEX 4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS 1		1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		4		
<input checked="" type="checkbox"/> SPELLCRAFT	INT 7	1	3	3	
<input type="checkbox"/> STEALTH *	DEX 4		4		
<input type="checkbox"/> SURVIVAL	WIS 1		1		
<input type="checkbox"/> SWIM *	STR 2		2		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 10	1	6	3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED					
BASE	FLY	SWIM	CLIMB	MISC	
30					
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR			DR		
RESISTANCES	spell 7				
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff	+4	166+2	20/x2		B	4.0	
claws (2 attacks)	+4	1d4+2	20/x2		S		

SPELLS PER DAY

CLASS LEVEL

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="16"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="5"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="18"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Dancing Lights (Racial Power) 1vl/day - conjure up to 4 dancing lights	Evocation	1 min	med	none	no	PCR-263
			Darkness (Racial Power) 1vl/day - darkness for 20' radius from object	Evocation	1 min/1vl	touch	none	no	PCR-263
			Faerie Fire (Racial Power) 1vl/day - all within 5' rad glow, -20 stealth	Evocation	1 min/1vl	long	none	no	PCR-280
			Detect Magic (Drow Nobility) at will	Divination	1 min/1vl	60'	none	no	PCR-267
			Feather Fall (Drow Nobility) 1/day	Transmutation	1 rnd/1vl	close	Will	yes	PCR-281
			Levitate (Drow Nobility) 1/day	Transmutation	1 min/1vl	close	none	no	PCR-304
0			Acid Splash - orb deals 1d3 damage, must successfully attack	Conjuration	instant	close	none	no	PCR-239
0			Read Magic - read scrolls and textbooks	Divination	10 min/1vl	personal	none	no	PCR-330
0			Bleed - causes a stabilized creature to resume dying	Necromancy	instant	close	Will	yes	PCR-249
0			Touch of Fatigue - touch attack fatigues target	Necromancy	1 rnd/1vl	touch	Fort	no	PCR-360
1			Cause Fear - 1 creature of 5 HD or less flees for 1d4 rnds	Necromancy	1d4 rnds	close	Will	yes	PCR-252
1			Chill Touch - one touch/level deals 1d6 dam and possibly 1 Str dam	Necromancy	instant	touch	Will	yes	PCR-255