

Gyermek a'Szakadék

David

CHARACTER Drow Medium Female 6'0" 124 white black black RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN

122 Chaotic Evil Noctricula (BOD2-21) Menzoberranzan AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION

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 16 3 14 2 DEX 19 4 17 2 CON 14 2 16 -2 INT 16 3 16 WIS 13 1 13 CHA 27 8 21 2 4

HITPOINTS CURRENT HP 62 HP GAINED 62 HD 10 CLASS NAME Sorcerer BAB 5 SKILL 50 FC HPS 0 FORT 3 REF 3 WILL 7 LEVELS 10

CLASS RECORDER CLASS NAME Sorcerer BAB 5 SKILL 50 FC HPS 0 FORT 3 REF 3 WILL 7 LEVELS 10

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE AC 17 TOUCH 14 FLAT-FOOT 13 FORT 5 REF 7 WILL 8 MELEE 8 RANGED 9 CMB 8 CMD 22

SKILLS ACROBATICS APPRAISE BLUFF CLIMB CRAFT DIPLOMACY DISABLE DEVICE DISGUISE ESCAPE ARTIST FLY HANDLE ANIMAL HEAL INTIMIDATE KN: Arcana KN: Planes KN: LINGUISTICS PERCEPTION PERFORM PROF: RIDE SENSE MOTIVE SLEIGHT OF HAND SPELLCRAFT STEALTH SURVIVAL SWIM USE MAGIC DEVICE

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Darkvision (120') (ARG) Immune to magic sleep effects +2 save vs enchantment spells and effects. Immune to accidental self-poisoning Spell Resistance 6+class level 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)

ARMOR & WEAPONS

ARMOR Cloak of Etherealness (10 min/day) +3 AC SHIELD

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES quarterstaff of darkness +7+2 1d6+3+2 20/x2 B 4.0 claws (2 attacks, magic-based) +7 1d6+3 20/x2 S

EXPERIENCE 165,000 / 165,000 SPEED 30 INIT 4 HERO SR 21 DR RESISTANCES spell 21, electricity 10 POOL POINTS

SPELLS PER DAY

CLASS	Sorcerer		LEVEL	10		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0					9
19	1st	8	6	2		5
20	2nd	8	6	2		4
21	3rd	8	6	2		3
22	4th	7	5	2		2
23	5th	4	3	1		1
	6th			1		
	7th			1		
	8th			1		
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON **Abyssal**

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS			LEVEL			
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Dancing Lights (Racial Power) at will - conjure up to 4 dancing lights	Evocation	1 min	med	none	no	PCR-263
			Deeper Darkness (Racial Power) at will - darkness for 20' radius from object	Evocation	1 min/lvl	touch	none	no	PCR-263
			Faerie Fire (Racial Power) at will- all within 5' rad glow, -20 stealth	Evocation	1 min/lvl	long	none	no	PCR-280
			Detect Magic (Greater Drow Nobility) (active constantly)	Divination	1 min/lvl	60'	none	no	PCR-267
			Feather Fall (Greater Drow Nobility) at will	Transmutation	1 rnd/lvl	close	Will	yes	PCR-281
			Levitate (Greater Drow Nobility) at will	Transmutation	1 min/lvl	close	none	no	PCR-304
3			Dispel Magic (Imp. Umbral Scion) 1/day (Sp) - cancels one spell or magical effect	Abjuration	instant	med	none	no	PCR-272
1			Divine Favor (Imp. Umbral Scion) 1/day (Sp) +3 attack, damage rolls	Evocation	1 min	personal	none	no	PCR-273
3			Suggestion (Imp. Umbral Scion) 1/day (Sp) - Compels a subject to follow stated course of action.	Enchantment	1 hr/lvl	close	will	yes	PCR-350
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/lvl	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/lvl	touch	Fort	no	PCR-360
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation	instant	close	none	yes	PCR-330
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment	1 rnd	close	will	yes	PCR-264
0			Disrupt Undead - Deals 1d6 damage to one undead.	Necromancy	instant	close	none	yes	PCR-273
0			Message - Whisper conversation at distance to 1 creature/lvl	Transmutation	1 min/lvl	medium	none	no	PCR-313
0			Mage Hand - 5-pound telekinesis.	Transmutation	conc	close	none	no	PCR-306
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
1			Corrosive Touch - deals 1d4 points of acid damage per level (maximum 5d4).	Conjuration	instant	touch	none	yes	UM-213
1			Magic Missile - 5 missiles with 1d4+5 damage	Evocation	instant	medium	none	yes	PCR-309
1			Burning Disarm - metal object instantly is red hot causing the wielder to drop it or take 5d4 dam	Transmutation	instant	close	reflex	yes	CEoD
1			Illusion of Calm - You appear to be standing still, even when you take some actions.	Illusion	1 min/lvl	personal	will	no	UC-231
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation	1 min/lvl	touch	will	yes	PCR-251
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocation	1 rnd/lvl	med	reflex	yes	PCR-283
2			Scorching Ray - Ranged touch attack deals 4d6 fire damage, + 1 ray/4 lvl (max 3).	Evocation	instant	close	none	yes	PCR-337
2			Spontaneous Immolation - 3d6 points of fire damage and catches on fire.	Evocation	instant	medium	fort/half	yes	UC-245
2			Frigid Touch - touch attack does 4d6 points cold dam, causes target to be staggered for 1 round.	Evocation	instant	touch	none	yes	UM-221

