

Gyermek a'Szakadék

David

CHARACTER Drow Medium Female 6'0" 124 white black black



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

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

ABILITY SCORE table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP

HITPOINTS and CLASS RECORDER tables

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP

SKILLS table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC

SAVING THROWS table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP

ATTACKS table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC

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

Table listing various feats and features such as Darkvision, Immune to magic sleep effects, Bloodline Arcana, etc.

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 table with columns: EXPERIENCE, SLOW, MEDIUM, FAST

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

Table for ARMOR & WEAPONS with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT

Table for WEAPONS with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES

SPELLS PER DAY

CLASS	Sorcerer		LEVEL	15		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0					9
20	1st	9	6	3		5
21	2nd	8	6	2		5
22	3rd	8	6	2		4
23	4th	8	6	2		4
24	5th	8	6	2		4
25	6th	7	6	1		3
26	7th	5	4	1		2
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL **60** MEDIUM: 100FT + 10FT / LVL **250** LONG: 400FT + 40FT / LVL **1,000**

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
1			Charm Person (Sp) (boon) 3/day	Enchantment	1 hr/lvl	close	will	yes	PCR-254
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

