

CHARACTER NAME
Sorcerer
 CLASS
3
 LEVEL
Medium
 SIZE
Elf (Drow)
 RACE
Humanoid (Elf)
 TYPE

Cabal of Shadows
 PLAYER
Female
 RACE
Chaotic Evil
 ALIGNMENT
0
 GENDER
 AGE
 HEIGHT
 WEIGHT

Xen'drik
 REGION
 DEITY
 EYES
 HAIR



CHARACTER RECORD SHEET

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP. SCORE | TEMP. MODIFIER |
|----------------------------|---------------|------------------|-------------|----------------|
| STR STRENGTH | 10 | +0 | | |
| DEX DEXTERITY | 16 | +3 | | |
| CON CONSTITUTION | 12 | +1 | | |
| INT INTELLIGENCE | 13 | +1 | | |
| WIS WISDOM | 8 | -1 | | |
| CHA CHARISMA | 18 | +4 | | |

| TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | SPEED |
|--------------------------|--|------------------|---------------------|
| HP HIT POINTS | 14 | | 30 ft/x4 |
| AC ARMOR CLASS | 13 = 10 + +0 + +0 + +3 + +0 + +0 + +0 + +0 | | |
| | TOTAL | ARMOR BONUS | SHIELD BONUS |
| | | DEX MODIFIER | SIZE MODIFIER |
| | | NATURAL ARMOR | DEFLECT MOD |
| | | MISC MOD | ARMOR CHECK PENALTY |
| | | | DAMAGE REDUCTION |

| TOTAL | FLAT-FOOTED | TOUCH | INITIATIVE |
|-------|-------------|-------------|----------------|
| 13 | 10 | 13 | +3 = +3 + |
| | ARMOR CLASS | ARMOR CLASS | MODIFIER |
| | | | TOTAL |
| | | | DEX MODIFIER |
| | | | MISC. MODIFIER |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| FORTITUDE (CONSTITUTION) | +2 | +1 | +1 | +0 | +0 | | |
| REFLEX (DEXTERITY) | +4 | +1 | +3 | +0 | +0 | | |
| WILL (WISDOM) | +2 | +3 | -1 | +0 | +0 | | |

| BASE ATTACK BONUS | GRAPPLE | MELEE | RANGED | SPELL RESISTANCE | ARCANE SPELL FAILURE |
|-------------------|------------------------|--------------------------|--------------------------|------------------|----------------------|
| +1 | +1 = +1 + +0 + +0 + +0 | +1 = +1 + +0 + +0 + +0 + | +4 = +1 + +3 + +0 + +0 + | 14 | |
| | TOTAL | BASE ATTACK | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER |
| | | | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------------------------|--------------------|--------|----------|
| Masterwork rapier | +2 | 1d6 | 18-20/x2 |
| Masterwork light crossbow | +5 | 1d8 | 19-20/x2 |
| | | | |
| | | | |

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| | | | |

| SKILLS | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | |
|---|-------------|----------------|------------------|-----------|-----|
| | | | | RANKS | 6/3 |
| <input checked="" type="checkbox"/> Appraise ¹ | INT | +1 | = 1 | + | |
| <input checked="" type="checkbox"/> Balance ¹ | DEX* | +3 | = 3 | + | |
| <input type="checkbox"/> Bluff ¹ | CHA | +10 | = 4 | + | 6 |
| <input checked="" type="checkbox"/> Climb ¹ | STR* | +0 | = + | + | |
| <input type="checkbox"/> Concentration ¹ | CON | +7 | = 1 | + | 6 |
| <input type="checkbox"/> Craft skills... ¹ | INT | +1 | = 1 | + | |
| <input checked="" type="checkbox"/> Diplomacy ¹ | CHA | +6 | = 4 | + | 2 |
| <input checked="" type="checkbox"/> Disguise ¹ | CHA | +4 | = 4 | + | |
| <input checked="" type="checkbox"/> Escape Artist ¹ | DEX* | +3 | = 3 | + | |
| <input checked="" type="checkbox"/> Forgery ¹ | INT | +1 | = 1 | + | |
| <input checked="" type="checkbox"/> Gather Information ¹ | CHA | +4 | = 4 | + | |
| <input checked="" type="checkbox"/> Heal ¹ | WIS | -1 | = -1 | + | |
| <input checked="" type="checkbox"/> Hide ¹ | DEX* | +3 | = 3 | + | |
| <input checked="" type="checkbox"/> Intimidate ¹ | CHA | +6 | = 4 | + | 2 |
| <input checked="" type="checkbox"/> Jump ¹ | STR* | +0 | = + | + | |
| <input type="checkbox"/> Knowledge (arcana) | INT | +3 | = 1 | + | 2 |
| <input checked="" type="checkbox"/> Listen ¹ | WIS | +3 | = -1 | + | 4 |
| <input checked="" type="checkbox"/> Move Silently ¹ | DEX* | +3 | = 3 | + | |
| <input checked="" type="checkbox"/> Perform skills ... ¹ | CHA | +4 | = 4 | + | |
| <input checked="" type="checkbox"/> Ride ¹ | DEX | +3 | = 3 | + | |
| <input checked="" type="checkbox"/> Search ¹ | INT | +3 | = 1 | + | 2 |
| <input checked="" type="checkbox"/> Sense Motive ¹ | WIS | -1 | = -1 | + | |
| <input type="checkbox"/> Spellcraft | INT | +5 | = 1 | + | 4 |
| <input checked="" type="checkbox"/> Spot ¹ | WIS | +3 | = -1 | + | 4 |
| <input checked="" type="checkbox"/> Survival ¹ | WIS | -1 | = -1 | + | |
| <input checked="" type="checkbox"/> Swim ¹ | STR** | +0 | = + | + | |
| <input checked="" type="checkbox"/> Use Rope ¹ | DEX | +3 | = 3 | + | |

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with☒ are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Level 0 Spells

Spell Save: +4

Acid splash, detect magic, prestidigitation, read magic

Arcane Spell Failure: 0%

Level 1 Spells:

Magic missile, Colorspray, Silent Image

Call on Shadows Special Ability. See Campaign Standards

| Spells Known | Spell Save DC | Level | Spells/day | Bonus |
|--------------|---------------|-------|------------|-------|
|--------------|---------------|-------|------------|-------|

| | | | | |
|---|----|---|---|--|
| 5 | 14 | 0 | 6 | |
|---|----|---|---|--|

| | | | | |
|---|----|---|---|---|
| 3 | 15 | 1 | 5 | 1 |
|---|----|---|---|---|

Modifiers: +2 DC for Illusion Spells

Miniature Unlock: Sun Lover

Minature: Loth's Sting (UNDERDARK 53/60)

The unlock ability for this character grants the Daylight adaptation feat from *Races of Eberron*.