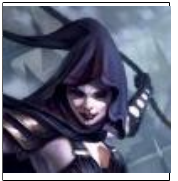


Deliah

Character Name
 Rogue 7, Sorcerer 2
 CLASS
 9 (9) 38000 / 45000
 Character Level (CR) EXP/NEXT LEVEL

Maddie

Player Name
 Elf (High) / Humanoid
 RACE
 120 Female
 AGE GENDER
 Deity Region
 Medium / 5 ft. 6' 2" / 125 lbs.
 SIZE / FACE HEIGHT / WEIGHT
 None
 Chaotic Neutral
 Alignment
 Low-Light VISION
 Points



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	20	22	+6		
CON Constitution	12	14	+2		
INT Intelligence	14		+2		
WIS Wisdom	13		+1		
CHA Charisma	15		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+2	+2	+0	+0	+0	
REFLEX (dexterity)	+11	+5	+6	+0	+0	+0	
WILL (wisdom)	+6	+5	+1	+0	+0	+0	

Conditional Save Modifiers:

+2 racial saving throw bonus against enchantment spells or effects.
 +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	+6/+1	+4	+0	+0	0	
RANGED attack bonus	+12/+7	+6/+1	+6	+0	+0	0	
GRAPPLE attack bonus	+10/+5	+6/+1	+4	+0	+0	+0	

*Longsword +1 (Unholy)		HAND	TYPE	SIZE	CRITICAL	REACH	
		Primary	S	M	19-20/x2	5 ft.	
	To Hit	Dam		To Hit	Dam		
1H-P	+11/+6	1d8+5		2W-P-(OH)		+5/+0	1d8+5
1H-O	+7/+2	1d8+3		2W-P-(OL)		+7/+2	1d8+5
2H	+11/+6	1d8+7		2W-OH		+1	1d8+3

Special Properties: 1/day steal a healing spell within 30', Evil-aligned, +2d6 Unholy damage vs. good, 1 negative level bestowed to good wielder

Longbow (Composite +0)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +12/+7		Damage: 1d8		
TH	+12/+7	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
Dam	1d8	1d8	1d8	1d8	1d8	1d8
TH	+2/-3	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
Dam	1d8	1d8	1d8	1d8	1d8	1d8

Crossbow (Hand)		HAND	TYPE	SIZE	CRITICAL	REACH	
		Carried	P	M	19-20/x2	5 ft.	
30 ft.		60 ft.		90 ft.		120 ft.	
TH	+12/+7	+10/+5		+8/+3		+6/+1	
Dam	1d4	1d4		1d4		1d4	
TH	+2/-3	+0/-5		-2/-7		-4/-9	
Dam	1d4	1d4		1d4		1d4	

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather +2	Light	+4	+6	+0	10

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
66 hit points				Walk 30 ft.
AC armor class	20	20	16	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				Morale
				Insight
				Sacred
				Profane
				MISC

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
+10	+6	+4			10	+0	0

Encumbrance Light

TOTAL SKILLPOINTS: 102		SKILLS		MAX RANKS: 12/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	8	= 2 + 3 + 3		
✓ Balance	DEX	9	= 6 + 3		
✓ Bluff	CHA	12	= 2 + 8 + 2		
✓ Climb	STR	9	= 4 + 5		
✓ Concentration	CON	6	= 2 + 4		
✓ Craft (Untrained)	INT	2	= 2		
✓ Decipher Script	INT	5	= 2 + 3		
✓ Diplomacy	CHA	5	= 2 + 1 + 2		
✓ Disable Device	INT	10	= 2 + 6 + 2		
✓ Disguise	CHA	5	= 2 + 3		
✓ Disguise (Act in character)	CHA	7	= 2 + 3 + 2		
✓ Escape Artist	DEX	9	= 6 + 3		
✓ Forgery	INT	4	= 2 + 2		
✓ Gather Information	CHA	5	= 2 + 3		
✓ Heal	WIS	3	= 1 + 2		
✓ Hide	DEX	9	= 6 + 3		
✓ Intimidate	CHA	9	= 2 + 3 + 4		
✓ Jump	STR	6	= 4 + 2		
✓ Listen	WIS	7	= 1 + 2 + 4		
✓ Move Silently	DEX	11	= 6 + 5		
✓ Open Lock	DEX	19	= 6 + 6 + 7		
✓ Perform (Untrained)	CHA	2	= 2		
✓ Ride	DEX	8	= 6 + 2		
✓ Search	INT	6	= 2 + 2 + 2		
✓ Sense Motive	WIS	3	= 1 + 2		
✓ Sleight of Hand	DEX	18	= 6 + 10 + 2		
✓ Spellcraft	INT	6	= 2 + 4		
✓ Spot	WIS	7	= 1 + 2 + 4		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	6	= 4 + 2		
✓ Tumble	DEX	9	= 6 + 3		
✓ Use Magic Device	CHA	4	= 2 + 2		
✓ Use Rope	DEX	8	= 6 + 2		
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit	Dam	Carried	P	M	18-20/x2	5 ft.
1H-P	+10/+5	1d6+4	2W-P-(OH)		+4/-1	1d6+4
1H-O	+6/+1	1d6+2	2W-P-(OL)		+6/+1	1d6+4
2H	+10/+5	1d6+4	2W-OH		+0	1d6+2

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Skeleton Ring <small>+5 to Open Locks, Competence bonus to selected skill of Open Lock</small>	Equipped	1	0 / 2,500
Bracers of Opportunity <small>+2 on AOO, 2/day take an extra AOO in the round</small>	Equipped	1	0 / 0
Ring of Energy Resistance, Minor (Cold) <small>Absorbs 10 points of Cold damage</small>	Equipped	1	0 / 12,000
Gloves of Dexterity +2	Equipped	1	0 / 4,000
Longsword +1 (Unholy) <small>1/day steal a healing spell within 30', Evil-aligned, +2d6 Unholy damage vs. good, 1 negative level bestowed to good wielder</small>	Equipped	1	4 / 18,315
Outfit (Explorer's)	Equipped	1	8 / 0
Belt (CON +2) <small>Darkvision 60', Stonecunning, speak Dwarvish, +2 Con, Enhancement bonus to ability CON</small>	Equipped	1	0 / 4,000
Leather +2	Equipped	1	15 / 4,160
Crystal Ball	Equipped	1	7 / 42,000
Thieves' Tools	Equipped	1	1 / 30
Rod of Sure Strike <small>3/day adds +5 to an attack</small>	Equipped	1	0 / 0
Longbow (Composite +0)	Carried	1	3 / 100
Crossbow (Hand)	Carried	1	2 / 100
Rapier	Carried	1	2 / 20
TOTAL WEIGHT CARRIED/VALUE	34 lbs.		87,225gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Heavy	300		
Lift over head	300	Lift off ground	600
		Push / Drag	1500

MONEY	
3600gp	Total= 0 gp

MAGIC	
Languages Common, Elven, Orc, Sylvan	

Other Companions	
Special Attacks	

Sneak Attack +4d6 Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This extra damage is 4d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
---	---

Special Qualities	
Weapon and Armor Proficiency Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
Trapfinding Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
Evasion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Reference Document, classesII]

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
-----------------	--

A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.

Spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
---------------	--

A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score. A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however. Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
-------------------------------------	--

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Elf Racial Traits (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
-------------------------------	---

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Low-Light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
------------------------------	---

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters

with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Resistance To Cold (Sp) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You may ignore 10 points of Cold damage each time you take Cold damage

Trap Sense +2 (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You gain an intuitive sense that alerts you to danger from traps, giving you a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.

Feats

Improved Initiative [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +4 bonus on initiative checks.

Nimble Fingers [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +2 bonus on all Disable Device checks and Open Lock checks.

Persuasive [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +2 bonus on all Bluff checks and Intimidate checks.

Toughness [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You gain +3 hit points.

Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Alertness (Granted) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +2 bonus on all Listen checks and Spot checks.

Proficiencies

Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike

Templates

Base Race Type

Base Race Type ~ Humanoid

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	5	2	—	—	—	—	—	—	—	—
PER DAY	6	5	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:6 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□ Daze [V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:12, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	RSRD:SpellsD-E
□□□□ Ghost Sound [V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:12, Will disbelief (if interacted with)]	Illusion (Figment)	1 standard action	2 rounds [D]	Close (30 ft.)	RSRD:SpellsF-G
□□□□ Mage Hand [V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]	Transmutation	1 standard action	Concentration	Close (30 ft.)	RSRD:SpellsM-O
□□□□ Message [V, S, F] TARGET: 2 creatures; EFFECT: Whispered conversation at distance. [SR:No]	Transmutation [Language-Dependent]	1 standard action	20 minutes	Medium (120 ft.)	RSRD:SpellsM-O
□□□□ Ray of Frost [V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]	Evocation [Cold]	1 standard action	Instantaneous	Close (30 ft.)	RSRD:SpellsP-R

LEVEL 1 / Per Day:5 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□ Disguise Self [V, S] TARGET: You; EFFECT: Changes your appearance. [SR:No]	Illusion (Glamour)	1 standard action	20 minutes [D]	Personal	RSRD:SpellsD-E
□□□□ Reduce Person [V, S, M] TARGET: One humanoid creature; EFFECT: Humanoid creature halves in size. [SR:Yes; DC:13, Fortitude negates]	Transmutation	1 round	2 minutes [D]	Close (30 ft.)	RSRD:SpellsP-R

* =Domain/Speciality Spell

Deliah

Elf (High)

RACE

120

AGE

Female

GENDER

Low-Light

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

125 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

