

Lu Than do Cordlebane

NAME

PLAYERNAME

DEITY

Neutral Good

Sor4

13983

Elf (Drow)

Medium

4' 6"

110 lbs.

Darkvision (120'), Normal

4/5

15000

126

Male

Lt. Blue-violet

White, Short - getting longer

-4

Character LevelECL /

NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

8

-1

8

-1

8

-1

DEX

16

+3

16

+3

16

+3

CON

10

+0

10

+0

10

+0

INT

17

+3

17

+3

17

+3

WIS

9

-1

9

-1

9

-1

CHA

20

+5

20

+5

20

+5

HP

hit points

15

WOUNDS/CURRENT HP

17

FLAT

14

TOUCH

13

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

15

AC

armor class

17

TOTAL

14

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

15

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

+2

BASE ATTACK

bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+4

+

-1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1

1d3-1

20/x2

Crossbow, Light

CURRENT HAND

TYPE

SIZE

CRITICAL

Carried

P

M

19-20/x2

30'

80'

160'

240'

320'

To Hit

+5

+5

+3

+1

-1

Dam

1d8

1d8

1d8

1d8

1d8

Special Properties

Dagger

CURRENT HAND

TYPE

SIZE

CRITICAL

Carried

PS

M

19-20/x2

To Hit

Dam

To Hit

Dam

1H-P

+1

1d4-1

2W-P-(OH)

-5

1d4-1

1H-O

-3

1d4-1

2W-P-(OL)

-3

1d4-1

2H

+1

1d4-1

2W-OH

-7

1d4-1

10'

20'

30'

40'

50'

To Hit

+5

+3

+1

-1

-3

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

Special Properties

*Rapier

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

P

M

18-20/x2

To Hit

Dam

To Hit

Dam

1H-P

+1

1d6-1

2W-P-(OH)

-5

1d6-1

1H-O

-3

1d6-1

2W-P-(OL)

-3

1d6-1

2H

+1

1d6-1

2W-OH

-9

1d6-1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
					RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	5	=	5	+	+
✓ Climb	STR	-1	=	-1	+	+
✓ Concentration	CON	7	=	0	+	7.0
✓ Craft (Alchemy)	INT	8	=	3	+	5.0
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	6	=	5	+	1.0
✓ Disguise	CHA	5	=	5	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	5	=	5	+	+
✓ Heal	WIS	-1	=	-1	+	+
✓ Hide	DEX	3	=	3	+	+
✓ Intimidate	CHA	6	=	5	+	1.0
✓ Jump	STR	-1	=	-1	+	+
Knowledge (Arcana)	INT	5	=	3	+	2.0
Knowledge (History)	INT	4	=	3	+	1.0
Knowledge (Religion)	INT	5	=	3	+	2.0
✓ Listen	WIS	3	=	-1	+	+
Literacy		1	=	0	+	1.0
✓ Move Silently	DEX	3	=	3	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	7	=	3	+	2.0
✓ Sense Motive	WIS	-1	=	-1	+	+
Spellcraft	INT	6	=	3	+	3.0
✓ Spot	WIS	4	=	-1	+	1.0
✓ Survival	WIS	-1	=	-1	+	+
✓ Swim	STR	-1	=	-1	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+

✓ : can be used untrained. X : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Handy	4	1.0	20.0
	Haversack		(4.0)	(80.0)
Amulet of CON +1	Equipped	1	0.0	1000.0
(Amulet (CON +1)), Enhancement bonus to ability CON+1				
Bedroll	Handy	1	5.0	0.1
	Haversack			
Bolt, Crossbow	Handy	20	0.1	0.1 (2.0)
□□□□□ □□□□□ □□□□□ □□□□□	Haversack		(2.0)	
Bolt (Crossbow/+1 (Enhancement to Weapon or Ammunition)/Masterwork)	Handy	3	0.1	47.0
	Haversack		(0.3)	(141.0)
□□□				
Caltrops	Pouch (Belt)	1	2.0	1.0
Chalk (1 piece)	Handy	1	0.0	0.01
	Haversack			
Crossbow, Light	Handy	1	4.0	35.0
0 lbs.	Haversack			
Dagger	Carried	1	1.0	2.0
Handy Haversack	Carried	1	5.0	2000.0
24.31 lbs., 1 Tome of Dragon Lore, 1 Crossbow (Light), 4 Alchemist's Fire (Flask), 1 Waterskin (Filled), 1 Scroll (Knock), 4 Rations (Trail/Per Day), 1 Potion (Cure Light Wounds), 1 Chalk (1 piece), 3 Bolt (Crossbow/+1 (Enhancement to Weapon or Ammunition)/Masterwork), 1 Bedroll, 20 Bolt (Crossbow)				
Traveler's Outfit	Equipped	1	5.0	0.0
Potion of Cure Light Wounds	Handy	1	0.0	50.0
	Haversack			
□				
Pouch (Belt)	Equipped	1	0.5	1.0
2 lbs., 1 Caltrops				
Rapier	Equipped	1	2.0	20.0
Rations (Trail/Per Day)	Handy	4	1.0	0.5 (2.0)
	Haversack		(4.0)	
Scroll (Knock)	Handy	1	0.01	150.0
	Haversack			
Tome of Dragon Lore	Handy	1	1.0	150.0
+1 to Dragon Lore Knowledge Check	Haversack			
Waterskin (Filled)	Handy	1	4.0	1.0
	Haversack			
TOTAL WEIGHT CARRIED/VALUE			10.5 lbs.	3635.11 gp

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

MONEY	
+1 to Dragon Lore Checks	
Total = 0.0 gp	

MAGIC
(3) Magical x-bow Bolts +1
(1) Cure Lt. Wounds 1d8+1
Handy Haversack
(1) Everburning Torch
Amulet of Con +1
Kiki - Familiar

SPECIAL ABILITIES
+2 racial bonus on Will saves against spells and spell-like abilities.
+2 racial saving throw bonus against enchantment spells or effects.
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.
Immunity to magic sleep effects.
Light Blindness
Summon Familiar

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Scribe Scroll	You can create a scroll of any spell that you know.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Abyssal, Common, Draconic, Elven, Goblin, Undercommon

TEMPLATES
Level Adjustment Buy down 1

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights	15	None	1 standard action	4 minute [D]	Medium (140')	V, S	No	Evocation [Light]	Main: SpellsD-E.rtf
	Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area				
☐	Darkness	17	None	1 standard action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	Main: SpellsD-E.rtf
	Effect: 20-ft. radius of supernatural shadow.					Target: Object touched				
☐	Faerie Fire	16	None	1 standard action	4 minutes [D]	Long (560')	V, S, DF	Yes	Evocation [Light]	Main: SpellsF-G.rtf
	Effect: Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst				
* =Domain/Speciality Spell										

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Detect Magic	15	None	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Disrupt Undead	15	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Necromancy	Main: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray				
□□□□□ Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (35')	V	Yes	Evocation [Light]	Main: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light				
□□□□□ Mage Hand	15	None	1 standard action	Concentration	Close (35')	V, S	No	Transmutation	Main: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Ray of Frost	15	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation [Cold]	Main: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray				
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Mage Armor	16	Will negates (harmless)	1 standard action	4 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	Main: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched				
□□□□□ Magic Missile	16	None	1 standard action	Instantaneous	Medium (140')	V, S	Yes	Evocation [Force]	Main: SpellsM-O.rtf
<i>Effect:</i> 2 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□□ Shield	16	None	1 standard action	4 minutes [D]	Personal	V, S	No	Abjuration [Force]	Main: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Scorching Ray	17	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation [Fire]	Main: SpellsS.rtf
<i>Effect:</i> 1 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 rays				

* =Domain/Speciality Spell

Innate

- ☐ Dancing Lights (DC:15)
- ☐ Darkness (DC:17)
- ☐ Faerie Fire (DC:16)

Notes:

Character Sheet Notes: