

The Unnamed One

Male Shade Cleric 9 / Necromancer 11

Lawful Evil

Origin: Anauroch

Strength 12 (+1)

Dexterity 16 (+3)

Constitution 9 (-1)

Intelligence 19 (+4)

Wisdom 19 (+4)

Charisma 19 (+4)

Size: Medium

Height: 5' 7"

Weight: 140 lb

Skin: Black

Eyes: Black

Hair: Black; Straight; Beardless

Sect: Shar

Domains: Evil Knowledge

Energy: Negative [Harmful / Rebukes Undead]

Total Hit Points: 58

Speed: 30 feet

Armor Class: 13 = 10 + 3 [dexterity]

Touch AC: 13

Flat-footed: 10

Initiative modifier: + 7 = + 3 [dexterity] + 4 [improved initiative]

Fortitude save: + 8 = 9 [base] - 1 [constitution]

Reflex save: + 9 = 6 [base] + 3 [dexterity]

Will save: + 17 = 13 [base] + 4 [wisdom]

Attack (handheld): + 12/ + 7/ + 2 = 11 [base] + 1 [strength]

Attack (missile): + 14/ + 9/ + 4 = 11 [base] + 3 [dexterity]

Grapple check: + 12/ + 7/ + 2 = 11 [base] + 1 [strength]

Light load: 43 lb. or less

Medium load: 44-86 lb.

Heavy load: 87-130 lb.

Lift over head: 130 lb.

Lift off ground: 260 lb.

Push or drag: 650 lb.

Languages: Celestial Common Midani Netherese Infernal Sylvan Draconic

Shuriken [1d2, crit x2, range incr 10 ft, 1/2 lb, piercing]

No familiar yet

Feats:

Reach Spell

Exotic Weapon Proficiency

Weapon:

Improved Initiative

Improved Turning

Leadership

Spell Focus (Necromancy)

Greater Spell Focus (Necromancy)

Craft Wand

Craft Wondrous Item

Scribe Scroll

[free to wizard]

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Appraise	Int	4 =	+4		
Balance	Dex*	3 =	+3		
Bluff	Cha	6 =	+4	+ 2	
Climb	Str*	1 =	+1		
Concentration	Con	14 =	-1	+ 15	
Craft_1	Int	4 =	+4		
Craft_2	Int	4 =	+4		
Craft_3	Int	4 =	+4		
Decipher Script	Int	14 =	+4	+ 10	
Diplomacy	Cha	4 =	+4		
Disguise	Cha	4 =	+4		
Escape Artist	Dex*	3 =	+3		
Forgery	Int	4 =	+4		
Gather Information	Cha	17 =	+4	+ 11	+2 [know local]
Heal	Wis	4 =	+4		
Hide	Dex*	3 =	+3		
Intimidate	Cha	4 =	+4		
Jump	Str*	1 =	+1		
Knowledge (arcana)	Int	24 =	+4	+ 20	
Knowledge (local)	Int	9 =	+4	+ 5	
Knowledge (religion)	Int	14 =	+4	+ 10	
Knowledge (planes)	Int	9 =	+4	+ 5	
Listen	Wis	8 =	+4	+ 4	

Move Silently	Dex [*]	3 =	+3		
Perform_1	Cha	4 =	+4		
Perform_2	Cha	4 =	+4		
Perform_3	Cha	4 =	+4		
Perform_4	Cha	4 =	+4		
Perform_5	Cha	4 =	+4		
Ride	Dex	3 =	+3		
Search	Int	5.5 =	+4	+ 1.5	
Sense Motive	Wis	4 =	+4		
Spellcraft	Int	28 =	+4	+ 22	+2 [Knowledge, arcane]
Spot	Wis	8 =	+4	+ 4	
Survival	Wis	4 =	+4		
Swim	Str ^{**}	1 =	+1		
Use Rope	Dex	3 =	+3		

* = check penalty for wearing armor

XP penalty for multiclass as: Cleric

Know Religion ≥ 5 ranks gives + 2 on turn/rebuke the undead.

Know Planes ≥ 5 ranks gives + 2 on survival checks on other planes.

Zero-level Cleric spells: 6 per day

First-level Cleric spells: 5 (4 + 1) per day + 1 from a domain:

Second-level Cleric spells: 5 (4 + 1) per day + 1 from a domain:

Third-level Cleric spells: 4 (3 + 1) per day + 1 from a domain:

Fourth-level Cleric spells: 3 (2 + 1) per day + 1 from a domain:

Fifth-level Cleric spells: 1 per day + 1 from a domain:

Zero-level Necromancer spells: 4 per day

First-level Necromancer spells: 5 (4 + 1) per day

Second-level Necromancer spells: 5 (4 + 1) per day

Third-level Necromancer spells: 5 (4 + 1) per day

Fourth-level Necromancer spells: 4 (3 + 1) per day

Fifth-level Necromancer spells: 2 per day

Sixth-level Necromancer spells: 1 per day

Shade

- Outsiders created from certain people of Anauroch by some special process.
- Although once human, I did not let the program give shades the initial bonus feat or extra skill point per level that ordinary humans get.
- I relaxed the absolute requirement that all shades be from Anauroch, non-good, devoted to Shar, and 5th level or above.
- The following special abilities may only work in shadowy light; hence I did not include them in the main statistics section.
- +2 constitution, +2 charisma (not already included)
- Speed increases by 20 feet, or 15 if in medium or heavy armor
- +4 deflection bonus on armor class
- +2 competence bonus on attacks and damage
- +4 luck bonus on all saving throws
- +4 racial bonus on Listen and Spot checks, no penalty for darkness
- +8 racial bonus on hide and move silently
- Control light levels within 100 foot radius by 10%/level; for each 25% everybody gets +1 to hide
- Fast healing 2
- Invisibility 1/round as a sorcerer of one's own level
- 60 foot darkvision, through any darkness, but not fogs etc.
- Shadow image: 3x/day, acts as mirror image 1d4 figments +1/3 levels
- Shadow stride: If 8th level or above, as often as once every 2 rounds, vanish from current location and reappear in any shadowy area within 300 feet as move-equivalent action
- Shadow travel: If 12th level or above, teleport without error to any shadowy area on same world, or plane shift to plane of shadows
- Spell resistance: 11 + character level
- Level adjustment +4

Cleric

- Alignment Aura
- Spontaneous Casting (harm)
- Rebuke Undead (7x/day)
- High wisdom gains bonus spells daily
- Domain choices give additional abilities

Wizard (Necromancer)

- Familiar / Alertness, etc.
- Bonus Feats (already included)
- High intelligence gains bonus spells daily

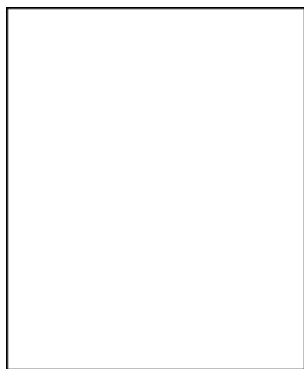
Feat distinctive for Toril:

Reach Spell: Touch spells can be learned as rays to 30 feet; 2 slots higher

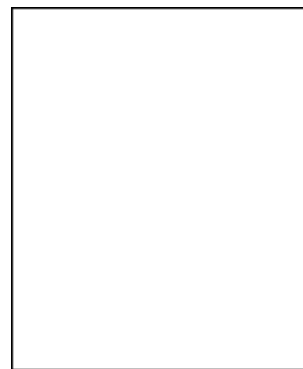
<i>Class</i>	<i>HP rolled</i>	
Level 1: Cleric	8	
Level 2: Cleric	7	
Level 3: Cleric	7	
Level 4: Cleric	3	+ 1 to intelligence
Level 5: Cleric	7	
Level 6: Cleric	3	
Level 7: Cleric	6	
Level 8: Cleric	7	+ 1 to intelligence
Level 9: Cleric	3	
Level 10: Necromancer	1	
Level 11: Necromancer	1	
Level 12: Necromancer	1	+ 1 to wisdom
Level 13: Necromancer	2	
Level 14: Necromancer	1	
Level 15: Necromancer	3	
Level 16: Necromancer	3	+ 1 to wisdom
Level 17: Necromancer	1	
Level 18: Necromancer	4	

Level 19: Necromancer 3

Level 20: Necromancer 1 + 1 to charisma



Draw Your Portrait



Draw Your Insignia

The Unnamed One's Equipment:

1 lb Weapons / Armor / Shield (from above)

2 lb Backpack

1 lb Case (for map or scroll)

Ink vial

Ink pen

Paper sheets x10

Parchment sheets x10

1 lb Pouch x2

Sewing needle

1 lb Holy symbol (silver)

2 lb Spell component pouch

9 lb Spellbook x3

17 lb Total

More about The Unnamed One:

Human shade that wanders the necropolis