

Player Name _____

Tzzird 7 Sorcerer 0

Character Name **Drow** Medium Male Level **7** Class **Sorcerer** Evil Paragon Path Epic Destiny Total XP **0**

Race **Drow** Size **Medium** Age _____ Gender **Male** Height _____ Weight _____ Alignment _____ Deity _____ Adventuring Company or Other Affiliations _____

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
8	5	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	13	5	0	0	0	0	0

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed	6	0	0

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	2
10	CON Constitution	0	3
20	DEX Dexterity	5	8
10	INT Intelligence	0	3
10	WIS Wisdom	0	3
20	CHA Charisma	5	8

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	13	0	0	0	0	0	0

CONDITIONAL BONUSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	13	5	0	0	0	0	0

CONDITIONAL BONUSES

WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	13	5	2	0	0	0	0

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	+ 8
13	Passive Perception	10	+ 3

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0	0	0	0	0	0

ABILITY:

DAMAGE WORKSPACE

DAMAGE	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0	0	0	0	0	0

ABILITY:

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
47	23	12
	1/2 HP	1/4 HP

ACTION POINTS

1	Action Points	MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

SECOND WIND

1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS +2 Dex and Cha

Fey Origan

Trance

Lothtouched

- Cloud of Darkness (*e, minor)
- Darkfire (*e, minor)

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	PENALTY	MISC
		+ 1/2 LVL	(+5)			
8	Acrobatics	DEX	8	0	0	0
3	Arcana	INT	3	0	n/a	0
2	Athletics	STR	2	0	0	0
13	Bluff	CHA	8	5	n/a	0
8	Diplomacy	CHA	8	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
3	Endurance	CON	3	0	0	0
3	Heal	WIS	3	0	n/a	0
3	History	INT	3	0	n/a	0
8	Insight	WIS	3	5	n/a	0
15	Intimidate	CHA	8	5	n/a	2
3	Nature	WIS	3	0	n/a	0
3	Perception	WIS	3	0	n/a	0
3	Religion	INT	3	0	n/a	0
10	Stealth	DEX	8	0	0	2
8	Streetwise	CHA	8	0	n/a	0
8	Thievery	DEX	8	0	0	0

CLASS / PATH / DESTINY FEATURES

Spell Source - Storm Magic

- + Dex Mod to arcane power damage
- + Resist 5 Thunder and Lightning
- Target's resist 5 Thunder and Lightning
- + Storms Embrace (on a natural 20)

FEATS

- Mark of Storm
- Focusing Spellfury
- Dual Impliment
- Impliment Proficiency (Wand)

LANGUAGES KNOWN

Elven Common

