

Xerxan

NAME
Sor10
CLASS
10/15
ECL / Character Level

Bill

PLAYERNAME
Drow(DS) (Male)
RACE
30
AGE
Medium
SIZE
Male
GENDER

The Trickster

DEITY
5' 6"
HEIGHT
120 lbs.
WEIGHT
Black, Styled
HAIR
EYES

Chaotic Neutral

ALIGNMENT
Darkvision (180'),
Normal
VISION
-1
POINTS

Ability score grid for STR, DEX, CON, INT, WIS, CHA with base and temp modifiers.

HP (45), AC (27), Initiative (+3), Base Attack (+5), and Wounds/Current HP breakdown.

Saving Throws for Fortitude (+10), Reflex (+11), and Willpower (+16).

Melee, Ranged, and Grapple attack bonuses.

Unarmed attack bonus (+10) and damage (1d3+5).

*Blaster Pistol weapon stats: To Hit, Dam, Special Properties.

Grenade (Stun) weapon stats: To Hit, Dam, Special Properties.

Taser Pistol weapon stats: To Hit, Dam, Special Properties.

*: 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 table with Type, AC, Max Dex, Check, Spell Failure.

SKILLS table listing various skills like Alchemy, Appraise, Balance, Bluff, etc., with key ability, skill modifier, ability modifier, max ranks, and misc modifier.

SKILL NAME	SKILLS		MAX RANKS		13/6.5	
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC	MODIFIER
✓ Sapper	STR	5	= 5	+		+
✓ Savoir Faire	CHA	7	= 7	+		+
✓ X Scry	INT	6	= 5	+	1.0	+
✓ Search	INT	7	= 5	+		+ 2
✓ Search (Stash Item)	INT	5	= 5	+		+
✓ Seduction	CHA	7	= 7	+		+
✓ Sense Motive	WIS	2	= 2	+	0.5	+
Spellcraft	INT	17	= 5	+	12.0	+
✓ Spot	WIS	4	= 2	+		+ 2
✓ Strategy	INT	5	= 5	+		+
✓ Swim	STR	3	= 5	+		+ -2
✓ Tactics	INT	5	= 5	+		+
✓ Urban Lore	WIS	2	= 2	+		+
✓ Use Device	INT	5	= 5	+		+
✓ Use Rope	DEX	3	= 3	+	0.5	+
✓ Use Steamcraft Device	INT	5	= 5	+		+
✓ Wilderness Lore	WIS	2	= 2	+		+
			=	+		+
			=	+		+

✓ : can be used untrained, X : exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Blaster Pistol	Equipped	1	3.0	600.0	
Blaster Pistol	Equipped	1	3.0	600.0	
Cloak of Resistance +5	Equipped	1	1.0	25000.0	
Darkvision (60')	Equipped	1	0.0	12000.0	
<small>480 XP, DC 15</small>					
Flight	Equipped	1	0.0	30000.0	
<small>1200 XP, DC 18</small>					
Grenade (Stun)	Carried	3	1.0	50.0	
<small>Blast damage is subdual</small>			(3.0)	(150.0)	
Lantern (Hooded)	Equipped	1	2.0	7.0	
Light Tolerance	Equipped	1	0.0	12000.0	
<small>480 XP, DC 18</small>					
Ring of Spell Storing	Equipped	1	0.0	90000.0	
Spell Resistance 13	Equipped	1	0.0	10000.0	
<small>400 XP, DC 20</small>					
Taser Pistol	Carried	1	1.0	100.0	
<small>Fort save DC15 or stunned 1 round, electrical</small>					
Trauma Symbiote	Equipped	1	0.0	6000.0	
<small>240 XP, DC 10</small>					
TOTAL WEIGHT CARRIED/VALUE			13 lbs.	186457.0 gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MAGIC
Bio-Wizard lantern

SPECIAL ABILITIES
+2 racial bonus to Will saves against spells and spell-like abilities (2)
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it
Immune to Paralysis
Immune to Sleep
Immunity to magic sleep spells and effects
Immunity to magic sleep spells and effects(Ex)
Light Blindness(Ex) (2)
Poisoned Arrows(Ex)
Spell-Like Abilities(Sp) (2)
Summon Familiar

FEATS	
Craft Magic Trap	You can create magical traps.
Craft Wondrous Item	The character can create any miscellaneous magic item whose prerequisites the character meet.
Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half.
Hand Drawn Bows	
Technical Proficiency	You can use high-tech devices without penalty
HighTechSimple Weapon Proficiency	You are proficient in High-tech simple weapons
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES
Automatic Crossbow, Axe (Carpenter's), Baseball Bat, Baseball Bat (Metal), Baseball Bat (Nail-Studs), Bayonet, Blaster Carbine, Blaster Pistol, Blaster Rifle, Blowgun, Brass Knuckles, Broken Bottle, Claw (Fighting), Club, Compound Longbow, Crossbow (Axe-bladed, Bow), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Flask Launcher, Gauntlet, Gauntlet (Spiked), Gutblade, Halbspear, Hammer (Golden Melon), Heavy AutoPistol, Holdout Laser, Holdout Pistol, Hunting Carbine, Hunting Rifle, Injector, Iron Comb, Iron Flute, Iron Pipe, Javelin, Kin-Skull, Knife (Bowie), Knife (Throwing), Ladies Chain, Large Tool, Laser Carbine, Laser Pistol, Lead Pipe, Light AutoPistol, Longbow, Longbow (Composite), Mace, Mace (Chained), Mace (Heavy), Machete, Master's Hand, Morningstar, Police Baton, Push Knife, Quarterstaff, Razor (Fixed), Razor Blade, SIMPLE, Sawtooth, Screamer Pistol, Screamer Rifle, Shortbow, Shortbow (Composite), Shortspear, Shortstaff, Sickle, Sling, Sling (Sand), Socket Haft (Spear), Spiked Chain, Spiked Helmet, Staff (Lashing), Stun baton, Stun gauntlets, Sword (Bastard), Sword cane, Taser Pistol, Tool, Trusty-Two-By-Four, Unarmed Strike, Wire (Strangling)

LANGUAGES
Common, Draconic, Elven, Literacy, Undercommon

TEMPLATES
Half-Dragon

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/>	Dancing Lights <i>Effect:</i> Figment torches or other lights.	17	None	1 action	1 minute	Medium (110')	V, S	No	Evocation (Fascination, Light)	SRD: srdspellsd.rtf
<input type="checkbox"/>	Darkness <i>Effect:</i> 20-ft. radius of supernatural darkness.	19	None	1 action	10 minutes [D]	Touch	V, M/DF	No	Evocation (Light) [Darkness]	SRD: srdspellsd.rtf
<input type="checkbox"/>	Faerie Fire <i>Effect:</i> Outlines subjects with light, canceling blur, concealment, etc.	18	None	1 action	1 minutes	Long (440')	V, S, DF	Yes	Evocation	SRD: srdspellsf.rtf

* =Domain/Specialty Spell

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Conceal	17	None	1 action	10 minutes	Touch	V, S, M	No	Illusion (Glamer, Invisibility)	Ill: p.34
<i>Effect:</i> One object that is one size-category or more smaller than you becomes invisible for 1 minute/level.					<i>Target:</i> Object touched				
☐☐☐☐ Daze	17	Will negates	1 action	1 round	Close (50')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Creature loses next action.					<i>Target:</i> One person				
☐☐☐☐ Detect Magic	17	None	1 action	Concentration up to 10 minutes [D]	60 feet	V, S	No	Universal	SRD: srdspellsd.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Quarter circle emanating from the character to the extreme of the range				
☐☐☐☐ Face in the Crowd	17		1 action	10 minutes [D]	Personal	V, S, M		Illusion (Disguise, Glamer)	Ill: p.38
<i>Effect:</i> Lets you blend into a crowd.					<i>Target:</i> You				
☐☐☐☐ Hardness	17	Fortitude Negates (Object)	1 action	1 hour/level	Touch	S	Yes	Transmutation	FIM: p.111
<i>Effect:</i> Makes object harder					<i>Target:</i> One Object				
☐☐☐☐ Mage Hand	17	None	1 action	Concentration	Close (50')	V, S	No	Transmutation	SRD: srdspellsm.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> Nonmagical, unattended object weighing up to 5 lb.				
☐☐☐☐ Open/Close	17	Will negates (object)	1 action	Instantaneous	Close (50')	V, S, F	Yes (object)	Transmutation	SRD: srdspellsno.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Portal or object that can be opened or closed				
☐☐☐☐ Read Magic	17	None	1 action	100 minutes	Personal	V, S, F	No	Universal	SRD: srdspellsqr.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> The character				
☐☐☐☐ Resistance	17	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD: srdspellsqr.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
☐☐☐☐ Charged Object	18	See text	1 action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]	CW: p.113
<i>Effect:</i> You charge a small object with destructive energy					<i>Target:</i> One touched object weighing no more than 10 lb.				
☐☐☐☐ Disappear	18	None	1 action	2 rounds [D]	Personal	V	No	Illusion (Glamer)	RelicRit: p.67
<i>Effect:</i> Caster becomes invisible for 2 rounds					<i>Target:</i> You				
☐☐☐☐ Invisibility to Humans	18	Will Negates	1 action	10 minutes/level [D]	Touch	V, S	Yes	Abjuration	FIM: p.111
<i>Effect:</i> Invisible to Humans only					<i>Target:</i> One Creature/level				
☐☐☐☐ Mage Armor	18	Will negates (Harmless)	1 action	10 hours [D]	Touch	V, S, F	Yes (Harmless)	Conjuration (Creation) [Force]	SRD: srdspellsm.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched				
☐☐☐☐ Shield	18	None	1 action	10 minutes [D]	Personal	V, S	No	Abjuration [Force]	SRD: srdspellsr.rtf
<i>Effect:</i> Invisible disc gives cover and blocks magic missiles.					<i>Target:</i> The character				
☐☐☐☐ Singular Deception	18	None or Will negates	1 action	10 rounds [D]	Personal	V, S, M	No	Illusion (Glamer)	CW: p.118
<i>Effect:</i> You vanish from the sight of one creature					<i>Target:</i> You				
☐☐☐☐ Ns Undetectable Aura	18	None	1 action	10 days	Touch	V, S, F	No	Illusion (Deception, SRD: srdspellsuvwxz.rtf)	Glamer)
<i>Effect:</i> Masks magic item's aura.					<i>Target:</i> Object touched weighing up to 50 lb.				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Arcane Lock	19	None	1 action	Permanent	Touch	V, S, M	No	Abjuration	SRD: srdspellsa.rtf
<i>Effect:</i> Magically locks a portal or chest.					<i>Target:</i> The door, chest, or portal touched, up 300 sq. ft. in size				
☐☐☐☐ Locate Object	19	None	1 action	10 minutes	Long (800')	V, S, F/DF	No	Divination	SRD: srdspellsjkl.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on the character, with a radius of 800 ft.				
☐☐☐☐ Misdirection	19	Will negates (object)	1 action	10 hours	Close (50')	V, S	No	Illusion (Deception, SRD: srdspellsm.rtf)	Glamer)
<i>Effect:</i> Misleads divinations for one creature or object.					<i>Target:</i> One creature or object, up to a 10-ft. cube in size				
☐☐☐☐ Obscure Object	19	Will negates (object)	1 action	8 hours	Touch	V, S, M/DF	Yes (object)	Abjuration	SRD: srdspellsno.rtf
<i>Effect:</i> Masks object against divination.					<i>Target:</i> One object touched of up to 1000 lbs.				
☐☐☐☐ See Invisibility	19	None	1 action	100 minutes [D]	Medium (200')	V, S, M	No	Divination	SRD: srdspellsr.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> Cone				
☐☐☐☐ Ls Trap	19	None	1 action	Permanent	Touch	V, S, M	No	Illusion (Deception, SRD: srdspellsst.rtf)	Glamer)
<i>Effect:</i> Makes item seem trapped.					<i>Target:</i> Object touched				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Detect Life	20	None	1 action	Concentration, up to 1 minute/level [D]	Medium (200')	V, S	No	Divination	Guardian: p.81
<i>Effect:</i> See text					<i>Target:</i> Quarter circle				
☐☐☐☐ Dispel Magic	20	None	1 action	Instantaneous	Medium (200')	V, S	No	Abjuration	SRD: srdspellsd.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 30-ft.-radius burst				
☐☐☐☐ Dragon's Breath	20	Reflex half	1 action	Instantaneous	See Text	V, M	Yes	Evocation [Acid, Cold, Electricity, Fire]	RelicRit: p.69-70
<i>Effect:</i> Caster breathes damaging effect, 1d6 per level					<i>Target:</i> Cone or Ray				
☐☐☐☐ Dragonskin	20	None	1 action	10 minutes/level	Personal	S, M	No	Conjuration (Creation)	BoEM1: p.13
<i>Effect:</i> See text					<i>Target:</i> You				
☐☐☐☐ Nondetection	20	Will negates (Harmless object)	1 action	10 hours	Touch	V, S, M	Yes (Harmless object)	Abjuration	SRD: srdspellsno.rtf
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Dimension Door	21	None and Will negates	1 action	Instantaneous	Long (800')	V	Special	Transmutation [Teleportation]	SRD: srdspellsd.rtf
<i>Effect:</i> Teleports the caster and up to 500 lb.					<i>Target:</i> The character and touched objects or other touched willing creatures weighing up to 500 lbs.				
☐☐☐☐ Greater Magical Flow Enhancement	21	None (harmless)	1 action	10 minutes/level	Personal	V, S, M	No	Universal	BoEM1: p.14
<i>Effect:</i> See text					<i>Target:</i> You				
☐☐☐☐ Minor Creation	21	None	1 minute	10 hours	10 feet	V, S, M	No	Conjuration (Creation)	SRD: srdspellsm.rtf
<i>Effect:</i> Creates one cloth or wood object.					<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 10 cu. ft.				

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Major Creation	22	None	10 minutes	Special	0 feet	V, S, M	No	Conjuration (Creation)	SRD: srdspellsm.rtf
<i>Effect:</i> As minor creation, plus stone and metal.					<i>Target:</i> Unattended, nonmagical object of nonliving plant or mineral matter, up to 10 cu. ft.				
Quintelemental Blast	22	Reflex half		Instantaneous	Close (50')	V S	Yes	Evocation	BoEM3: Chapter Two: Bastion of the D'Stradi
<i>Effect:</i> Blast deals 1d6/level [max 12d6] of whatever energy creatures are weakest against					<i>Target:</i> Cone				

* = Domain/Specialty Spell

Innate

- Dancing Lights (DC:17)
- Darkness (DC:19)
- Faerie Fire (DC:18)

Xerxan

Drow(DS) (Male)

RACE

30

AGE

Male

GENDER

Darkvision (180'), Normal

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

120 lbs.

WEIGHT

Black

EYE COLOUR

Black

SKIN COLOUR

Black, Styled

HAIR

PHOBIAS

Aloof,

PERSONALITY TRAITS

Bio-Wizard Artifacts

INTERESTS

Diplomatic,

SPOKEN STYLE

Kesh

RESIDENCE

LOCATION

Dragon Empire

REGION

Description:

Half-Dragon traits, Breath Weapon (6d10) Fire, 30' Cone, DC 19, Immune to Fire, Darkvision

Biography:

Notes:

Character Sheet Notes: