

DARELTH CAMPAIGN

Sheet Password (When Active) FooBar

Giovane Arrabbiato				Edwin Wiles		
Character Name				Player		
Warlock/En. Spirit				Servant in a House of Ill Repute		
Class				Starting Occupation		
Male		5'		100		Green
Age	Gender	Height	Weight	Eyes	Hair	Skin
Markandese (human/shadow)						

Mike - Kam (Fem)
 Cregg - Jung Fei
 Eric - Sydon & Sphixy
 Ellen - Shimmer
 Edwin - Giovane
 Kevin - Sid (Thief?)
 Charles - Shadowhawk
 (nee George)

Light Load (33Lbs)

Abilities	Ability Score	Mod	Temp Score	Temp Mod
STR	10	0	10	0
DEX	18	4	18	4
CON	13	1	13	1
INT	12	1	12	1
WIS	10	0	10	0
CHA	15	2	15	2

HP		73		CURRENT HP	
DEFENSE		22		= 10 + 4 + 4 + 3 + 1 + -1	
TOTAL		EQUIP BONUS		DEX MOD	
INITIATIVE		5		4 1	
TOTAL		DEX MODIFIER		MISC	
BAB		9			
SPEED		30'			

SAVING THROWS	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE	5	4	1
REFLEX	11	7	4
WILL	10	10	0

ATTACKS	MELEE	RANGED	STR MODIFIER	MOD	MOD	MOD
MELEE	9	4	0			
RANGED	15	10	4	2		
			DEX MODIFIER	MOD	MOD	MOD

Eldrich Blast 7 d6 +1 +1 Caster Level due to Eldrich Focus

Invocations			
Eldrich Spear	Beguiling Influence	Entropic Warding	See the Unseen
Baneful Blast(Undead)	Eldrich Chain	Fell Flight	Voidsense
Repelling Blast	Spirit Blast		

Special Abilities
Detect Psionics and Shadow
Eldrich Focus
Aura of Courage/Menace

**Point Blank
Precise Shot
Rapidshot**

ITEM
Masterwork Decorative Brooch
Diplomacy Bonus 6

Diplomacy 23 (includes brooch), Beguiling Influence +6 = 29 diplomacy.

PROTECTION			
DR/Cold Iron	2	E. Resistance Fire/Cold	5
		S. Resilience	1

ARMOR							
AC	4	DR	2/-	MD	6	CP	-1
Speed	30'	Value	370 gp				

Exceptional Leather Armor (Specialty)

ARMOR							
AC	3	Init	1				
		Value	730 gp				

Masterpiece Starmetal Chain Cloak

SKILLS

Skill Name	Key Ability	Max Ranks			
		Skill	Mod	Ability Mod	Ranks
<input type="checkbox"/> Balance	DEX	4	=	4	+ 0
<input type="checkbox"/> Bluff	CHA	6	=	2	+ 4
<input type="checkbox"/> Climb	STR	0	=	0	+ 0
<input type="checkbox"/> Computer Use	STR	0	=	0	+ 0
<input type="checkbox"/> Concentration	CON	13	=	1	+ 12
<input type="checkbox"/> Craft	INT	1	=	1	+ 0
<input type="checkbox"/> Craft	INT	1	=	1	+ 0
<input type="checkbox"/> Craft	INT	1	=	1	+ 0
<input type="checkbox"/> Decipher Script	INT	0	=	1	+ 0
<input type="checkbox"/> Demolitions	INT	0	=	1	+ 0
<input type="checkbox"/> Diplomacy	CHA	17	=	2	+ 13
<input type="checkbox"/> Disable Device	INT	0	=	1	+ 0
<input type="checkbox"/> Disguise	CHA	2	=	2	+ 0
<input type="checkbox"/> Drive	CHA	2	=	2	+ 0
<input type="checkbox"/> Escape Artist	DEX	4	=	4	+ 0
<input type="checkbox"/> Forgery	INT	1	=	1	+ 0
<input type="checkbox"/> Gamble	INT	1	=	1	+ 0
<input type="checkbox"/> Gather Information	CHA	2	=	2	+ 0
<input type="checkbox"/> Handle Animal	CHA	0	=	2	+ 0
<input type="checkbox"/> Hide	WIS	0	=	0	+ 0
<input type="checkbox"/> Intimidate	CHA	2	=	2	+ 0
<input type="checkbox"/> Investigate	CHA	2	=	2	+ 0
<input type="checkbox"/> Jump	STR	0	=	0	+ 0
<input type="checkbox"/> Knowledge Psionics	INT	0	=	1	+ 0
<input type="checkbox"/> Knowledge Cosmology	INT	9	=	1	+ 8
<input type="checkbox"/> Knowledge Religion	INT	0	=	1	+ 0
<input type="checkbox"/> Listen	WIS	0	=	0	+ 0
<input type="checkbox"/> Move Silently	WIS	0	=	0	+ 0
<input type="checkbox"/> Navigate	WIS	0	=	0	+ 0
<input type="checkbox"/> Perform	CHA	2	=	2	+ 0
<input type="checkbox"/> Perform	CHA	2	=	2	+ 0
<input type="checkbox"/> Perform	CHA	2	=	2	+ 0
<input type="checkbox"/> Pilot	CHA	2	=	2	+ 0
<input type="checkbox"/>		#N/A	=	#N/A	+ #N/A
<input type="checkbox"/> R/W Lang	INT	0	=	1	+ 0
<input type="checkbox"/> R/W Lang	INT	0	=	1	+ 0
<input type="checkbox"/> R/W Lang	INT	0	=	1	+ 0
<input type="checkbox"/> Repair	INT	0	=	1	+ 0
<input type="checkbox"/> Research	INT	0	=	1	+ 0
<input type="checkbox"/> Ride	DEX	4	=	4	+ 0
<input type="checkbox"/> Search	INT	1	=	1	+ 0
<input type="checkbox"/> Sense Motive	WIS	5	=	0	+ 5
<input type="checkbox"/> Sleight of Hand	DEX	0	=	4	+ 0
<input type="checkbox"/> Speak Language(Aozarinone)		3	=	0	+ 3
<input type="checkbox"/> Speak Language(Harthanone)		3	=	0	+ 3
<input type="checkbox"/> Speak Language(Xalxithnone)		3	=	0	+ 3
<input type="checkbox"/> Spot	WIS	1	=	0	+ 1
<input type="checkbox"/> Survival	WIS	0	=	0	+ 0
<input type="checkbox"/> Swim	STR	0	=	0	+ 0
<input type="checkbox"/> Treat Injury	STR	0	=	0	+ 0
<input type="checkbox"/> Tumble	DEX	0	=	4	+ 0
<input type="checkbox"/> Innuendo	WIS	0	=	0	+ 0
<input type="checkbox"/> Psicraft	INT	0	=	1	+ 0
<input type="checkbox"/> Knowledge Undead	INT	4	=	1	+ 3

Skills marked with ■ cannot be used untrained. * ARMOR PENALTY, if any applies.

NOTES:

Eldrich Spear	120' range, no range increment.
Beguiling Influence	+6 to Diplomacy/Bluff/Intimidate
Entropic Warding	Deflect ranged attacks as 'entropic shield'; Leave no trail as 'pass without trace', plus you cannot be tracked by scent; You can be detected by scent, but not tracked.
See the Unseen	As 'seen invisible' plus 60' darkvision for 24 hours.
Baneful Blast(Undead)	+2d6 versus Undead.
Eldrich Chain	Chain to one secondary target per 5 levels. Roll to-hit for each target. Failed to-hit ends chain. Primary takes full damage, secondaries take half.
Fell Flight	Fly at land speed with good maneuverability for 24 hours.
Voidsense	Gain 30' blindsense for 24 hours.
Spirit Blast	+1 damage per die versus undead; no normal miss chance versus incorporeal.
Eldrich Focus	+1 Damage / +1 Caster Level
Spirit Armor	+1 to AC
Point Blank	+1 Attack / +1 Damage
Rapid Shot	-2 all attacks, gain additional attack.
Brooch	+6 Diplomacy

ATTACKS:

Key:	PB	Point Blank	
	UD	versus Undead	
	EC	Eldrich Chain	(!ES)
	RS	Rapid Shot	
	ES	Eldrich Spear	(!EC)

Normal	15/10	+7d6 + 1	60'
PB	16/11	+7d6 + 2	60'
RS	13/8/13	+7d6 + 1	60'
RS/PB	14/9/14	+7d6 + 2	60'
UD	15/10	+9d6 + 10	60'
UD/PB	16/11	+9d6 + 11	60'
UD/RS	13/8/13	+9d6 + 10	60'
UD/RS/PB	14/9/14	+9d6 + 11	60'
* + EC (!ES)	as above	as above	120'
* + ES (!EC)	Each attack roll applies to 3 people, one damage roll, first takes full damage, secondaries take half damage, one attack roll per target, first miss breaks chain		