	he Damned			shley			_ <u>CG</u>			Current XP		Look Loosel	<u></u>	/D. Cl		
Character Name Player Sorcerer Tiefling								Alignment Current XP Kimberlicious One Off				Next Level XP Saranrae		XP Change		
Class			Rá	асе	_		Camp	oaign				Deity		KP Speed	(S/M/F)	
3 Level		ledium ze	<u>7</u>	9	Fer	male	_ <u>5'1'</u> Heigh			130 Weight		yes		Hair		
Level	31	ize	Temp	Tem		jei	rieigi			Weight		-yes		iaii		
Ability	Score	Mod	Score	Mo	d		Current I	HP	Nonletha	al Damage	Hit Di		Damage R			
STR	12	1		<u> </u>	HP	17					3d	5	Cold 5, E	lectric	ity 5, Fire 5	
DEX	17	3			AC	14 = 10		0 +	0	+ 3 +	+	0	+0+	1	+ 0	
CON	13	1				TOTAL	Ar	mor S	Shield	Dex	Dodge	Size	Natural	Deflec	t Misc	
INT	14	2			Touch	14	Flat	-footed		11						
WIS	4	-3			CMD	16	F	CMD		13			Ligh	nt	43	
CHA	15	2		Ì		Total		Dex		Misc			Loa Med	d		
	Hero F	Points			INIT 3 = 3 +				+	0			Loa	86		
Casta	-		3		30 None				ne		Character Portra	Max Loa		130		
Caster	r Level		3		Speed Armor Type				r Type				Ove Hea		130	
Sa	aving Throws		Total	Base	Ability Magic Misc se Mod Mod Mod					Temp Mod			Off		260	
	RTITUDE		2 =	1					+	0		Gro Pus	650			
F	REFLEX		4 =	1					+	0			Dra	g	030	
	WILL		0 =	3	+ -3	+ 0	]+[	0	+	0						
				Total A	Attack Bonus	E	Base Atta	ack Bonus		Str Mo	ıd 9	Size Mod	Misc Mo	d	Temp Mod	
	MELEE				+2 = 1					+ 1	+	0			0	
	СМВ				+2 = 1					+ 1	+	0	+ 0	+	0	
	RANGE	)			+4	ī =	-			+ 3	一十一	0	Ī + Ī	= +	0	
				Total A	Attack Bonus		Base Atta	ack Bonus		Dex Mo	od 9	Size Mod	Misc Mo	d	Temp Mod	
	W	eapon				Total Attack Bonus				Dama	ge		Critical		Range	
Abyssal Cl					+4					1d4+1			20/x2		5'	
	Speci	al Properties			Ammunition 5 rounds/day					Weight -			Size Medium		Type P	
	14/				<u>,</u>								i i			
Longspear		eapon			Total Attack Bonus +2					Damage 1d8+1		Critical 20/x3		1	Range 0' or 20'	
	Speci	al Properties			Ammunition					Weight			Size		Туре	
Brace, Rea	ach				1					9			Medium		Р	
		eapon			Total Attack Bonus					Damage			Critical		Range	
Ritual Knife		al Properties			+4 Ammunition					1d4+1 Weight			19-20/x2 Size		5' or 10' Type	
Looks curs			nsed by Sa	ranrae						1			Medium		S or P	
	W	eapon			Total Attack Bonus					Damage			Critical		Range	
Light Cross					+4					1d8			19-20/x2		80'	
	Speci	al Properties			Ammunition 20				Weigl 4	nt		Size Medium		Type P		
			Armor/Prot	tootive				Worn	<u></u>	Туре		nus	Check Pen	1	Max Dex	
			ATTIOT/FTO	ective	rtein					турс	AC BOI	103	CHECKTEH		Hux Dex	
			!	Special Pr	operties						Weig	nt	Spell Fail		Speed	
											1					
		S	hield/Prot	ective	e Item			Worn		Туре		C Bonus	Check F	Pen	Max Dex	
				Snecial	Properties							Weight	Spell F	ail	Speed	
				эрсски	Troperties							TTCIGITE	Spenii	un.	эрсси	
<del></del>					-	Feats & Sp	ecia	Abilitie	s							
Fiendish Resis	stance:		s	imp <b>l</b> e We	apon Proficiency		Abys	sal Bloodline	,			Weapon F	inese - Dex mod or	attacks	for some Melee	
Cold Resis	stance 5			antrips			Bloo	dline Power -	Claws -	free action, 1d4+	str damage	Storm-Las	hed - Mostly immur	ne to stor	ms, +2 on saves	
Electricity Resistance 5 Eschew M										vs electricity						
Fire Resis										Resistances - +2	vs Poison					
Darkness 1/da Darkvision 60	•							Electricity Res dline Spell - C								
	Darkness - Corr	uption Resista	ance 1/day						1							
	s, DR5 from cha															
immune to	Holy Smite, Ord	ler's Wrath, or	r other forms													
of Smite																

Skills [ Auto Fill   Update CS   Clear ]			Max Rank 3			Other Beasseine		
Skill Name	Key Skill Ab CS Mod	Ab Mod	Rank	Misc Mod	ACP	Other Possessions	Weight	
Acrobatics		= 3 +	+	0	0	Item  Bracers of Armor +1	(lbs) 1	Loc Wrists
Appraise		= 2 +	+	0	0	Spellbook	3	Backpack
Bluff	Cha 🗸 8	= 2 +	+	2	0	Bedroll	3	Backpack
Climb	Str1	= 1 +	+	0	0			
Craft (Potion)	Int	= 2 +	+	0	0			·
Diplomacy	Cha2	= 2 +	+	0	0			
Disable Device		= 3 +	+	0	0			
Disguise	Cha2	= 2 +	+	0	0			·
Escape Artist		= 3 +	+	0	0	-		
Fly		= 3 +	+	0	0			
Handle Animal	Cha2	= 2 +	+	0	0			
Heal		=3 +	+	0	0			
Intimidate		= 2 +	0 +	0	0	-		
Knowledge (Arcana)		= 2 +	1 +	0	0			
Knowledge (Dungeoneering)		= 2 +	0 +	0	0			
Knowledge (Engineering)		= 2 +	0 +	0	0			
Knowledge (Geography)		= 2 +	0 +	0	0			
Knowledge (History)		= 2 +	0 +	0	0			
Knowledge (Local)		= 2 +	0 +	0	0			
Knowledge (Nature)		= 2 +	0 +	0	0			· ———
Knowledge (Nobility)		= 2 +	0 +	0	0			
Knowledge (Planes)		= 2 +	0 +	0	0			
Knowledge (Religion)		= 2 +	0 +	0	0			
Linguistics		= 2 +	0 +	0	0	-		
Perception	Wis3	= -3 +	0 +	0	0			
Perform		= 2 +	0 +	0	0			
Profession (Seance)		= -3 +	3 +	0	0			· ——
Ride		= 3 +	0 +	0	0			
Sense motive		= -3 +	0 +	0	0			
Sleight of hand		= 3 +	0 +	0	0			
Spellcraft		= 2 +	3 +	0	0			· ——
Stealth		= 3 +	0 +	2	0			
Survival	Wis3	= -3 +	0 +	0	0			
Swim	Str 0 1	= 1 +	0 +	0	0			
Use magic device	Cha 2 8	= 2 +	3 +	0	0	Total Weight:	21	
Occ magic device		= +	+		<u> </u>	Currency		
	0	= +				60 gp		
		+ = +						
		=+						
			+			Languages		
		=+ = +				Common		
			+			Abyssal		
	0	=+				Infernal		
	0	=+				Draconic		
		+	+					
		=+	+					
		=+	+					
		=+	+					
		=+	+					
		=+	15 +					

	Spell	Saves				Spells &	Powers			
Save DC	LEVEL	Spells /Day	Bonus Spells		Number of Spells/Power					
12	0		Spells 0	05	_	. 2r		3rd	4th	
		n/a	J "	5th	6th	. 71	th	8th	9th	
13	1st	5				# Cast				# Cas
	2nd			Spell/Power Name		/Mem	Spell/Power Name			/Mem
	3rd			Level 0  Detect Fiendish Presence						
	4th			Spark						
	5th			Chameleon Scales						
				Scrivener's Chant Level 1						
	6th			Cause Fear						
	7th			Secluded Grimoire - hide spellbook in Eth						
	8th			Mage Armor - +4 AC to unarmored target Shocking Grasp - 3d6 electricity damage			-			
	9th			the target is wearing metal	, louch attack, +3 attack ii					
	Psio	nics								
Manifester			ı Key							
Level			Ability							
Base	Bonus	Max	Current							
				-						
							_			
							-			
							-			
				-						
							_			
				-						

10/25/25, 9:53 AM

Description X
Character Traits X
Contacts / Friends X

Personality 

Character Flaws 

Enemies 

X

Statistic Block ※ [ NPC GEN IMPORT] [ GENERATE STATBLOCK ]

Condition and Effects X

Additional Information X

Private Notes 🔀