Name:                              Race:                     
Class:                             Medium
Alignment:                        Darkvision: 60' Drow
Level:                             120' 120
Patron Deity:                     Secret Door Sense

Experience:                       Stonecunning

© Penalty to earned experience

Ability Deity:                    Base Speed:                 
STR:                               Fast Movement +4 Stability
DEX:                               
CON:                               
INT:                               
WIS:                               
CHA:                               

Armor Class:                      +4 vs. giants. + vs. trap sense.

Type of Save Total Base Ability Feat Magic Other

Fortitude:                       = + + + + +
Reflex:                           = + + + + +
Will:                             = + + + + +

Feats (each +2): Great Fortitude, Lightning Reflexes, Iron Will,
Slippery Mind (second attempt to break charms)

Hit Points:                      Full:

Toughness Feat

Missiles:                         +1 vs. Goblins. +1 vs. Kobolds. +1 vs. Orcs.

Grapple Modifier:                (Base attack plus strength modifier plus special size modifier)

Limited Use Abilities (Bardic Music, Rage, Smite, Turn Undead, Wild Shape, etc.)

Saving Throws

Type of Save Total Base Ability Feat Magic Other

Fortitude:                       = + + + + +
Reflex:                           = + + + + +
Will:                             = + + + + +

Skills

Skill Available as Class Skill.
Skill available even with no ranks
Available as Cross-Class Skill.
Skill that suffers armor penalty
AM = Ability Modifier

Type of Save Total Base Ability Feat Magic Other

PARRY

Toughness Feat

Wounds & Injuries

Armor Proficiency:

Light Medium Heavy Heavy

Size

Deflection Other

Armor Class:

=10 + + + + + +

COMBAT

Base Attack Bonus:

(+3 hit pts. each time)

Two-Weapon Penalties:          

Greater 2WF Feat.


Weaponry

Attack Damage Criticals Range

Weakness Feats

Advanced Saving Throw Bonuses

+ vs. fear, +2 vs. illusions, + vs. poison.

+ vs. enchantments. +4 vs. fey

+ vs. spells & similar effects. + trap sense.

Other (favored enemies):

Name:

Class:

Level:

 Alignment:

Patron Deity:

Race:

Darkvision: 60' Drow

24x52

Type of Save Total Base Ability Feat Magic Other

Fortitude:                       = + + + + +
Reflex:                           = + + + + +
Will:                             = + + + + +

Feats (each +2):

Great Fortitude,
Lightning Reflexes,
Iron Will,
Slippery Mind (second attempt to break charms)

Skill Focus (+3 for each skill taken)

Languages Spoken:

Literacy

Class Features:

Acrobatic (jump, tumble)
Agile (escape artist)
Animal Affinity (handle animal, ride)
Athletic (climb, swim)
Combat Casting (+4 concentration)
Diplomat (appraise, decipher script)
Investigator (gather info, search)
Magical Apt. (spellcraft, use magic device)
Mentor (point use)
Negotiator (diplomacy, sense motive)
Nimble Fingers (disable dev., open lock)
Persuasive (bluff, intimidate)
Self-Sufficient (tool, survival)
Stealthy (hide, move silently)

Track (regular)
Track (normal)
Track (urban)

Trackless Step
Trapping
Timeless Body
Tongues
Wild Empathy
Woodland Stride
### POSSESSIONS:

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### Armor Worn:

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### Load:

- Light (up to 1/3 max)
- Medium (up to 2/3 max)
- Heavy

### Magic:

<table>
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<tr>
<th>Casting Class</th>
<th>Caster Level</th>
<th>Type</th>
<th>Base DC</th>
<th>Cleric Domain</th>
<th>Granted Powers</th>
<th>Spell-Like &amp; Supernatural Abilities</th>
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**Arcane Spell Failure:** %

**Base DC** is 10 + ability modifier for casting class.

Caster Level for Paladins & Rangers is one half class level (rounded down).

Some prestige classes grant Caster Levels in other classes.

**Metamagic Feats:** (level cost)

- Disguise Spell (3, hard only)
- Empower Spell (2)
- Energy Substitution (0)
- Enlarge Spell (1)
- Extend Spell (1)
- Heighten Spell (var.)
- Maximize Spell (3)
- Persistent Spell (6)
- Quicken Spell (4)
- Reach Spell (2)
- Repeat Spell (3)
- Sacred Spell (2, divine only)
- Silent Spell (1)
- Still Spell (1)
- Subdual Substitution (0)
- Widen Spell (3)

**Item Creation Feats:**

- Brew Potion
- Craft Magic Arms & Armor
- Craft Scroll
- Craft Construct
- Craft Rod
- Craft Staff
- Craft Wand
- Craft Wondrous Item
- Forge Ring
- Scribe Scroll

**Spell Focus Feats:**

(see box for Greater Focus)

- Abjuration
- Conjuration
- Divination
- Enchantment
- Evocation
- Illusion
- Necromancy
- Transmutation

**Other Spell-Related Feats:**

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell
- Natural Spell (wild shape only)
- Spell Mastery
- Spell Penetration
- Greater Spell Penetration
- Weapon Focus: Ray

**Metamagic Feats:**

- Abundant Step
- Arrow of Death
- Bardic Music (1/day/level)
- Extra Music Feat (1/4/day)
- Dancing Lights
- Detect Evil/Good (at will)
- Ghost Sound
- Hall of Arrows
- Lay on Hands (___hp/day)
- Phase Arrow
- Prestidigitation
- Remove Disease (___/week)
- Seeker Arrow
- Shadow Illusion
- Shadow Jump (___ft/day)
- Speak with Burrowing Animals
- Special Mount
- Thousand Faces (at will)
- Wholeness of Body (___hp/day)
- Wild Shape (___/day)

**Other Spell-Like Abilities:**

- Summon Familiar Ability
- Improved Familiar Feat

### ANIMALS/HENCHMEN:

**Name:**

**Type:**

**Size:**

**Hit Dice:**

**Hit Points:**

**Initiative:**

**Speed:**

**AC:**

**Armor Class:**

**Attacks:** (To Hit/Damage):

**Abilities:** Str: Dex: Con: Int: Wis: Cha:

**Skills:**

**Special Abilities/Feats/Qualities:**

### Other Notes:

- Open Game License v 1.0a: wizards.com/d20
- Neil Simonetti