

Bhaal, Son of the Serpent

CHARACTER NAME

Sorcerer 5

CLASS AND LEVEL

M

19

M

SIZE

AGE

GENDER

HEIGHT

PLAYER

Tiefling

NE

Old Serpent

RACE

ALIGNMENT

DEITY

WEIGHT

EYES

HAIR

SKIN



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH	10	0						
<b>DEX</b> DEXTERITY	16	3						
<b>CON</b> CONSTITUTION	14	2						
<b>INT</b> INTELLIGENCE	15	2						
<b>WIS</b> WISDOM	12	1						
<b>CHA</b> CHARISMA	16	3						

  

HP	AC	TOUCH	INITIATIVE
HIT POINTS	ARMOR CLASS	ARMOR CLASS	MODIFIER
	13	13	7
TOTAL			

  

FLAT-FOOTED	ARMOR CLASS
	10

  

ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
		3				

  

DEX MODIFIER	MISC MODIFIER
3	4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	3	1	2				
<b>REFLEX</b> (DEXTERITY)	4	1	3				
<b>WILL</b> (WISDOM)	5	4	1				

BASE ATTACK BONUS	SPELL RESISTANCE
2	0%

GRAPPLE	MODIFIER
2	2

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	5	1d4	19-20
RANGE	TYPE	NOTES	
	P		

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE	INT	2			
<input type="checkbox"/>	BALANCE	DEX*	3			
<input type="checkbox"/>	BLUFF	CHA	13			
<input type="checkbox"/>	CLIMB	STR*	0			
<input type="checkbox"/>	CONCENTRATION	CON	7			
<input type="checkbox"/>	CRAFT	INT	2			
<input type="checkbox"/>	CRAFT	INT	2			
<input type="checkbox"/>	CRAFT	INT	2			
<input type="checkbox"/>	DECIPHER SCRIPT	INT	2			
<input type="checkbox"/>	DIPLOMACY	CHA	3			
<input type="checkbox"/>	DISABLE DEVICE	INT	2			
<input type="checkbox"/>	DISGUISE	CHA	3			
<input type="checkbox"/>	ESCAPE ARTIST	DEX*	3			
<input type="checkbox"/>	FORGERY	INT	2			
<input type="checkbox"/>	GATHER INFORMATION	CHA	3			
<input type="checkbox"/>	HANDLE ANIMAL	CHA	3			
<input type="checkbox"/>	HEAL	WIS	1			
<input type="checkbox"/>	HIDE	DEX*	7			
<input type="checkbox"/>	INTIMIDATE	CHA	3			
<input type="checkbox"/>	JUMP	STR*	0			
<input type="checkbox"/>	KNOWLEDGE (Arcana)	INT	7			
<input type="checkbox"/>	KNOWLEDGE	INT	2			
<input type="checkbox"/>	KNOWLEDGE	INT	2			
<input type="checkbox"/>	KNOWLEDGE	INT	2			
<input type="checkbox"/>	KNOWLEDGE	INT	2			
<input type="checkbox"/>	KNOWLEDGE	INT	2			
<input type="checkbox"/>	LISTEN	WIS	1			
<input type="checkbox"/>	MOVE SILENTLY	DEX*	5			
<input type="checkbox"/>	OPEN LOCK	DEX	3			
<input type="checkbox"/>	PERFORM	CHA	3			
<input type="checkbox"/>	PERFORM	CHA	3			
<input type="checkbox"/>	PERFORM	CHA	3			
<input type="checkbox"/>	PROFESSION	WIS	1			
<input type="checkbox"/>	PROFESSION	WIS	1			
<input type="checkbox"/>	RIDE	DEX	5			
<input type="checkbox"/>	SEARCH	INT	2			
<input type="checkbox"/>	SENSE MOTIVE	WIS	1			
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	3			
<input type="checkbox"/>	SPELLCRAFT	INT	6			
<input type="checkbox"/>	SPOT	WIS	1			
<input type="checkbox"/>	SURVIVAL	WIS	1			
<input type="checkbox"/>	SWIM	STR*	0			
<input type="checkbox"/>	TUMBLE	DEX*	3			
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	3			
<input type="checkbox"/>	USE ROPE	DEX	3			
<input type="checkbox"/>			0			
<input type="checkbox"/>			0			
<input type="checkbox"/>			0			

■ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

\* Armor check penalty, if any, applies. (Double penalty for Swim.)

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## GEAR

ARMOR/PROTECTIVE ITEM		TYPE		AC BONUS	MAX DEX
					9
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
Anti-toxin x 4			Potion: Cure Light x 5		
Potion: Mirror Image			Potion: Neutralize Poison x 1		
Scroll: Cause Fear			Scroll: Pyrotechnics		
Forked Tongue			Carefree Attitude		
			TOTAL WEIGHT CARRIED	0.0	

0  
PUSH OR  
DRAG  
5 ×  
MAX LOAD

CP —	
SP —	
GP —	
PP —	

## Weapon Finesse

PG.  
Darkness 1/day  
Darkvision 60 ft  
Resistance 5 Fire, Elec, Cold  
Familiar: Snake

Initial languages = Common + racial  
languages + one per point of Int bonus

0: \_\_\_\_\_

2ND: Glitterdust, Ghoul Touch

3RD:

4TH:

5TH:

БТН:

7TH:

8TH:

9TH:

DC MOI

0%

### CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
6	13	0	7	0
4	14	1ST	7	
2	15	2ND	5	
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		