

Ynga Bloodfist

Unknown



FavSoul4/Sor1/Maiden1		Scro	Chaotic Good		Luthic	
CLASS		RACE	ALIGNMENT		DEITY	
8	Medium	19	Female	7' 0"	281 lbs.	Blue Auburn with Jade Skin
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES HAIR
28000	36000	8000				

Current XP XP for Next Level XP Remaining In Game XP Gained

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE					DAMAGE REDUCTION	SPEED MOVE	MOVEMENT TYPES and RATES															
STR	14	+2			HP POINTS 44	4d8 + 1d4 + 1d4						30																
DEX	16	+3			AC ARMOR 15	12	15	=	10	+	0	+	0	+	3	+	0	+	0	+	2							
CON	16	+3				NORMAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	% SPELL FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST								
INT	16	+3			FORTITUDE CON 9	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	BASE ATTACK															
WIS	15	+2			REFLEX DEX 7	=	6	+	3	+	0	+	0	+		+3												
CHA	16	+3			WILL WIS 10	=	8	+	2	+	0	+	0	+		INITIATIVE MODIFIER												
																3 = 3 + 0												
																TOTAL	DEX MOD	MISC										

GRAPPLE ATTACK BONUS	+5	=	3	+	2	+	0	+	0	+	
MELEE ATTACK BONUS	+5	=	3	+	2	+	0	+	0	+	
RANGED ATTACK BONUS	+6	=	3	+	3	+	0	+	0	+	
	TOTAL		BASE ATTACK		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
✎ Bite (/)	5	1d4+2	—	—
♦ 2 Claw (/)	4	1d4+1	—	—

✎ — Main hand (Primary) ♦ — Off hand (Secondary) ✎2 — Two-handed

SKILLS	MAX RANKS 9/4/5
NAME (KEY ABILITY)	TOT RNK ABL MSC
♦ Appraise (Int)	3 = + 3
♦ Balance (Dex)*	3 = + 3
♦ Bluff (Cha)	8 = + 3 + 5
♦ Climb (Str)*	2 = + 2
♦ Computer Use (Int)	3 = + 3
♦ Concentration (Con)	12 = 9 + 3
♦ Control Shape (Wis)	2 = + 2
♦ Diplomacy (Cha)	22 = 9 + 3 + 10
♦ Disguise (Cha)	3 = + 3
♦ Drive (Dex)	3 = + 3
♦ Escape Artist (Dex)*	3 = + 3
♦ Forgery (Int)	3 = + 3
♦ Gather Information (Cha)	3 = + 3
♦ Heal (Wis)	11 = 9 + 2
♦ Hide (Dex)*	3 = + 3
♦ Intimidate (Cha)	3 = + 3
♦ Jump (Str)*	2 = + 2
♦ Listen (Wis)	2 = + 2
♦ Literacy (/)	0 = + 0
♦ Move Silently (Dex)*	3 = + 3
♦ Perform (Cha)	8 = + 3 + 5
♦ Perform-Act (Cha)	3 = + 3
♦ Perform-Comedy (Cha)	3 = + 3
♦ Perform-Dance (Cha)	3 = + 3
♦ Perform-Keyboard Instruments (Cha)	3 = + 3
♦ Perform-Oratory (Cha)	3 = + 3
♦ Perform-Percussion (Cha)	3 = + 3
♦ Perform-Sexual Techniques (Cha)	3 = + 3
♦ Perform-Sexual Techniques (Cha)	3 = + 3
♦ Perform-Sing (Cha)	3 = + 3
♦ Perform-Storytelling (Cha)	3 = + 3
♦ Perform-String Instruments (Cha)	3 = + 3
♦ Perform-Weapon Drill (Cha)	3 = + 3
♦ Perform-Wind Instruments (Cha)	3 = + 3
♦ Pilot-helm (Dex)	3 = + 3
♦ Ride (Dex)	3 = + 3
♦ Search (Int)	3 = + 3
♦ Sense Motive (Wis)	7 = 5 + 2
♦ Spellcraft (Int)	10 = 7 + 3
♦ Spot (Wis)	2 = + 2
♦ Survival (Wis)	2 = + 2
♦ Swim (Str)*	2 = + 2
♦ Use Rope (Dex)	3 = + 3

♦ can be used untrained * armor check penalty ** -1 per 5 lbs gear

EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT	DESCRIPTION	VALUE EACH	QTY	LBS
○	Ring of Protection +2	8,000 s	1	(-)					
★	Choker of Eloquence, Lesser	6,000 s	1	(-)					

CARRIED WEIGHT	1-58	59-116	117-175	175	350	875	◆ Armor	◇ Gem Art	☒ Goods	⌚ Potion	○ Ring	⚓ Rod
0.0 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG	Ⓞ Scroll	⚔ Shield	⚡ Staff	🪄 Wand	⚔ Weapon	★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	—	Proficient	—	Proficient

- Multiattack** — *The creature is adept at using all its natural weapons at once. (MM304)*
- Skill Focus: Diplomacy** — *+3 bonus on all skill checks with a specific skill. (PH100)*
- Sudden Maximize** — *You can cast a spell to maximum effect without special preparation. (CA83)*
- Sudden Silent** — *You can cast a spell silently without special preparation. (CA83)*
- Sudden Still** — *You can cast a spell without gestures or special preparation. (CA83)*
- Weapon Focus: Claw** — *You add +1 attack bonus with a chosen weapon. (PH102).*

PROTECTIVE ITEMS	BONUSES PROVIDED	LBS
Ring of Protection +2	Deflection +2	—

The wearer receives a +2 deflection bonus to AC (DMG232).

Choker of Eloquence, Lesser
Competence +5
Competence +5
Competence +5

This item grants a +5 competence bonus on Diplomacy, Bluff, and Perform (Sing) checks (CAAdv132).

CLASS FEATURES
FAVORED SOUL

Deity`s Favored Weapon Proficiency – Deity`s Weapon Focus – Proficiency: Armor, Light – Proficiency: Armor, Medium – Proficiency: Shields

SORCERER
Proficiency: Simple Weapons: All – Spells – Summon Familiar

MAIDEN OF LUTHIC
Bonus caster level (2) – Skill Focus

SPECIAL QUALITIES
+1 Attack vs. Elves (Incl. Drow)
Darkvision (Ex): 60 ft.

LANGUAGES
Common, Elven, Goblin, Orc, Scro

COINS	NEW COINS GAINED IN PLAY
	0 cp
	0 sp
	0 gp
	0 pp
	0 np
	0 ep
	0 cop
	0 mp
	0 CTB
	0 NTB
	0 STB
	0 ETB
	0 GTB
	0 COTB
	0 PTB
	0 Cr.
	0 bp
	0 ip
	0 stl
	0 tp
	0 ap
	0 BTB
	0 ITB
	0 StTB
	0 TTb
	0 ATB

Total gp equivalent (approximate)

FAVORED SOUL SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	6	5	3	—	—	—	—	—	—	—
Per Day:	6	7	5	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Analyze Fertility School of Divination / Gives the caster an insight into the reproductive capabilities of the target (BoEF99)	V,S,DF	13	No	1 Action	Touch	Instantaneous	Will Negates (Harmless)
	Create Water School of Conjuraction / This spell generates wholesome, drinkable water, just like clean rain water (PH215)	V,S	13	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Detect Magic School of Divination / Detects spells and magic items within 60 ft (PH219)	V,S	13	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None
	Detect Poison School of Divination / You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)	V,S	13	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Detect Pregnancy School of Divination / Can tell if the creature touched is pregnant or hosting another creature, such as a slaad's implated young (BoEF103)	V,S,DF	13	No	1 Action	Touch	Instantaneous	Will Negates (Harmless)
	Purify Food and Drink School of Transmutation / Purifies 1 cu. Ft. /level of food or water (PH267).	V,S	13	Yes (object)	1 Action	10 ft.	Instantaneous	Will Negates (Object)

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Bless School of Enchantment / Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane(PH205)	V,S,DF	14	Harmles	1 Action	50 ft.	1 minute/level	None
	Block the Seed School of Abjuration / You ar incapable of getting some pregnant or becoming pregnant (BoEF101)	V,S,M	14	No	1 Action	Personal	1 day/level	None
	Cure Light Wounds School of Conjuraction / Cures 1d8+1/level damage [max +5] (PH215)	V,S	14	Harmles	1 Action	Touch	Instantaneous	Will Half
	Inflict Light Wounds School of Necromancy / Touch, 1d8 +1/level damage (max +5) (PH244).	V,S	14	Yes	1 Action	Touch	Instantaneous	Will Half
	Sanctuary School of Abjuration / Opponents can `t attack you, and you can `t attack (PH274).	V,S,DF	14	No	1 Action	Touch	1 round/level	Will Negates

2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Cure Moderate Wounds School of Conjuraction / Cures 2d8+1/level damage [max +10] (PH216)	V,S	15	Harmles	1 Action	Touch	Instantaneous	Will Half
	Detect Disease School of Divination / You can sense the presence of disease, the longer you study the more info you gain on it (BoEF103)	V,S,DF	15	No	1 Action	60 ft.	Concentration, up to 10 minutes/level (D)	Will Negates (Harmless)
	Restoration, Lesser School of Conjuraction / Dispels magic ability penalty or repairs 1d4 ability damage (PH272).	V,S	15	Harmles	3 Rounds	Touch	Instantaneous	Will Negates (Harmless)

SORCERER SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	5	2	—	—	—	—	—	—	—	—
Per Day:	6	5	—	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Arcane Mark School of Universal / Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)	V,S	13	No	1 Action	0 ft.	Permanent	None
	Depilatory School of Transmutation / This spell enables you to selectively shave hair and prevent its regrowth for 24 hours.	V,S	13	Harmles	1 Action	Touch	Instantaneous and up to 1 day; see text	Will Negates (Harmless)
	Mending School of Transmutation / Makes minor repairs on an object (PH253).	V,S	13	(Harmless, Object)	1 Action	10 ft.	Instantaneous	Will Negates (Harmless, Object)
	Prestidigitation School of Universal / Performs minor tricks (PH264).	V,S	13	No	1 Action	10 ft.	1 Hour	Special; See Text
	Read Magic School of Divination / Read scrolls and spellbooks (PH269).	V,S,F	13	-	1 Action	Personal	10 minutes/level	

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Charm Person School of Enchantment / This charm makes a humanoid creature regard you as its trusted friend and ally (PH209).	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level	Will Negates
	Inhibit School of Enchantment / Subject delays until next round. (MHB36)	V,S	14	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Will Negates