



EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Circlet of Persuasion</b>	Equipped	1	0	4,500
<b>Amulet of Natural Armor +2</b>	Equipped	1	0	8,000
<b>Ring of Sustenance</b>	Equipped	1	0	2,500
Crossbow (Light) 0 lbs.	Equipped	1	4	35
<b>Bracers of Armor +2</b>	Equipped	1	1	4,000
<b>Ring of Protection +2</b>	Equipped	1	0	8,000
Outfit (Monk's)	Equipped	1	2	0
<b>Wand (Cure Light Wounds)</b> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Equipped	1	0.1	750
<b>Handy Haversack</b> 1 lbs., 1 Dagger	Equipped	1	5	2,000
Dagger	Handy Haversack	1	1	2
<b>Wand (Mage Armor/Sorcerer/1st)</b> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Equipped	1	0	750
TOTAL WEIGHT CARRIED/VALUE			10.06 / 30,537	lbs. / gp

WEIGHT ALLOWANCE			
Light	30	Medium	60
Lift over head	90	Lift off ground	180
		Heavy	90
		Push / Drag	450

LANGUAGES	
Common, Infernal, Undercommon	

Special Qualities	
<b>1 extra feat at 1st level.</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1 extra feat at 1st level.	
<b>4 extra skill points at 1st level and 1 extra skill point at each additional level.</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
4 extra skill points at 1st level and 1 extra skill point at each additional level.	
<b>Humanoid Traits</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
<b>Summon Familiar</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
The character can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The character chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.	
<b>Weapon and Armor Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.	

Feats	
<b>Greater Spell Focus (Enchantment)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.	
<b>Heighten Spell</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.	
<b>Spell Focus (Enchantment)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
<b>Alertness (Granted)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Listen checks and Spot checks.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells (Ray), Unarmed Strike	

TEMPLATES	
Base Race Type	
Base Race Type ~ Humanoid	

Familiar: Ash (Bat)					
HP:	9	AC:	18	INIT:	+2
FORT:	+2	REF:	+4	WILL:	+6
Special:	Deliver Touch Spells, Share Spells Blindsight, Blindsight, Darkvision, Empathic Link, Improved Evasion, Low-Light Vision, Magical Beast Traits, Skills				

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	3	1	—	—	—	—	—	—	—
PER DAY	6	8	4	—	—	—	—	—	—	—

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>□□□□□ Daze</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	<b>DC: 17, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round	Close (35 ft.)	V, S, M	RSRD: SpellsD-E.rtf
<b>□□□□□ Detect Magic</b> <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	<i>SR:</i> No	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
<b>□□□□□ Light</b> <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	<i>SR:</i> No	1 standard action	40 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
<b>□□□□□ Mage Hand</b> <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	<i>SR:</i> No	1 standard action	Concentration	Close (35 ft.)	V, S	RSRD: SpellsM-O.rtf
<b>□□□□□ Message</b> <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	<i>SR:</i> No	1 standard action	40 minutes	Medium (140 ft.)	V, S, F	RSRD: SpellsM-O.rtf
<b>□□□□□ Prestidigitation</b> <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	<b>DC: 15, See text</b> <i>SR:</i> No	1 standard action	1 hour	10 ft.	V, S	RSRD: SpellsP-R.rtf

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>□□□□□ Charm Person</b> <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Makes one person your friend.	<b>DC: 18, Will negates</b> <i>SR:</i> Yes	1 standard action	4 hours	Close (35 ft.)	V, S	RSRD: SpellsC.rtf
<b>□□□□□ Identify</b> <i>School:</i> Divination <i>Effect:</i> Determines properties of magic item.	<i>SR:</i> No	1 hour	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsH-L.rtf
<b>□□□□□ Magic Missile</b> <i>School:</i> Evocation [Force] <i>Effect:</i> 2 missiles that do 1d4+1 damage each.	<i>SR:</i> Yes	1 standard action	Instantaneous	Medium (140 ft.)	V, S	RSRD: SpellsM-O.rtf

## LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>□□□□□ Scorching Ray</b> <i>School:</i> Evocation [Fire] <i>Effect:</i> 1 rays, ranged touch attack deals 4d6 fire damage.	<i>SR:</i> Yes	1 standard action	Instantaneous	Close (35 ft.)	V, S	RSRD: SpellsS.rtf

\* =Domain/Speciality Spell

# Sibyl Rowe



Human

RACE

16

AGE

Female

GENDER

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

5' 1"

HEIGHT

125 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

## Description:

Languages:

Undercommon 4

Infernal 3

Common 3 ("Western" Common)

Dwarven 2

## Biography:

Sibyl Rowe is a fanatic sorceress from a (literal) underground temple dedicated to the True Lord Of All, the Ultimate Tyrant, hidden deep beneath a remote area of the mountains.

The True Lord dictates that all creatures outside His service are mere cattle - weak, stupid, and available for unrestricted exploitation - and that bowing to Him is the only path to true power. The Temple's clerics administer a scholarly and spiritual quest for greater magical power, while a school of sorcerers serves as the temple's executive force (aided by some of the more martial-leaning clerics).

Sibyl never knew her parents and didn't have much of a childhood, growing up in a dark, gloomy world as just one more face among many, in silence broken only by furtive whispers and the occasional screams of anguish or pain. Nothing really even resembling conventional social interaction or relationships was present, and she never really noticed the difference (having had no opportunity to know any better). Her only "friendship", such as it was, was with local wildlife - one bat in particular tended to hang around her and they worked well together in the darkness. She nonetheless maintained some sense that she was not always meant to be a lowly nobody; surely she was destined for greater things in service to the True Lord.

This proved prophetic when, during her teenage years, her talents in the arcane arts manifested. Suddenly, the bat that was her companion was uplifted to be a true familiar, and she discovered she the ability to magically charm people - both impressive things worthy of a follower of the Ultimate Tyrant. Thereafter, she received a great deal more individual attention, with clerics training her in the use of her sorcerous abilities, teaching her to speak Common more conventionally, and taking her on occasional errands outside the Temple.

She's now been loaned to outsiders for three reasons - furthering her education, enriching her Temple, and taking the opportunity to spread the gospel further. She has been instructed to loyally serve the party in carrying out its sanctioned objectives - and if she can

draw any of them into the service of the Ultimate Tyrant in the process (willingly or otherwise), so much the better.

Sibyl is not a very nice person, but she's gotten reasonably skilled at hiding it. Group social settings still frequently confuse her, but she's formidable one-on-one, and likes to handle things that way wherever possible. She cares little for others in the end; the only other being in existence she feels anything for is her familiar, as the both of them together transcended from being meaningless creatures to greater beings in the True Lord's service.

# Ash - Familiar of Sibyl Rowe

CHARACTER NAME: Ash - Familiar of Sibyl Rowe  
 PLAYER NAME: Rowe  
 DEITY: None  
 REGION: Neutral Evil  
 ALIGNMENT: Neutral Evil  
 CLASS: Animal 1  
 RACE: Bat  
 SIZE / FACE: Diminutive / 1 ft.  
 HEIGHT: 0' 0"  
 WEIGHT: 0 lbs.  
 VISION: Blindsight (20 ft.), Darkvision (60 ft.), Low-Light Vision  
 Character Level / CR: 1 / 1/2  
 EXP / NEXT LEVEL: 0 / 1000  
 AGE: 0  
 GENDER: Female  
 EYES: \_\_\_\_\_  
 HAIR: \_\_\_\_\_  
 POINTS: \_\_\_\_\_



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	1		-5		
<b>DEX</b> Dexterity	15		+2		
<b>CON</b> Constitution	10		+0		
<b>INT</b> Intelligence	2		-4	7	-2
<b>WIS</b> Wisdom	14		+2		
<b>CHA</b> Charisma	4		-3		

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED			
9																Walk 5 ft., Fly 40 ft. (Good)			
<b>AC</b> armor class	22	20	16	10	4	0	2	4	2	0	0	0	0	0	0	0	0	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST			

<b>INITIATIVE</b> modifier	+2	=	+2	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	+2				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+2	+2	+0	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+2	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+6	+4	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+1	+2	-5	+4	+0	+0	
<b>RANGED</b> attack bonus	+8	+2	+2	+4	+0	+0	
<b>GRAPPLE</b> attack bonus	-15	+2	-5	-12	+0	+0	

\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 4/2	
				RANKS	MISC MODIFIER
✓ Appraise	INT	-2	=	-2	
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	4	=	-3 + 7	
✓ Climb	STR	-5	=	-5	
✓ Concentration	CON	7	=	0 + 7	
✓ Craft (Untrained)	INT	-2	=	-2	
✓ Diplomacy	CHA	-1	=	-3 + 2	
✓ Disguise	CHA	-3	=	-3	
✓ Disguise (Act in character)	CHA	-1	=	-3 + 2	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	-2	=	-2	
✓ Gather Information	CHA	0	=	-3 + 3	
✓ Heal	WIS	2	=	2	
✓ Hide	DEX	14	=	2 + 12	
✓ Intimidate	CHA	-1	=	-3 + 2	
✓ Jump	STR	-17	=	-5 + -12	
Knowledge (Arcana)	INT	1	=	-2 + 3	
✓ Listen	WIS	8	=	2 + 6	
✓ Move Silently	DEX	6	=	2 + 4	
✓ Perform (Untrained)	CHA	-3	=	-3	
✓ Ride	DEX	2	=	2	
✓ Search	INT	-2	=	-2	
✓ Sense Motive	WIS	5	=	2 + 3	
Spellcraft	INT	4	=	-2 + 6	
✓ Spot	WIS	8	=	2 + 6	
✓ Survival	WIS	2	=	2	
✓ Swim	STR	-5	=	-5	
✓ Use Rope	DEX	2	=	2	
			=	+ +	
			=	+ +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE		0 lbs. / 0 gp		

WEIGHT ALLOWANCE			
Light	0	Medium	1
Lift over head	2	Lift off ground	5
		Heavy	2
		Push / Drag	12

### LANGUAGES

### Special Attacks

**Deliver Touch Spells** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**Share Spells (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

At the character's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect the companion. The companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the character before the duration expires. Additionally, you may cast a spell with a target of "You" on your companion (as a touch range spell) instead of on herself. A character and her companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

### Special Qualities

**Blindsight (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Range 20; The creature has blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Blindsight (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

**Darkvision (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

**Empathic Link** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

The master has an empathic link with her companion out to a distance of up to 1 mile. The master cannot see through the companion's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that his companion does.

**Improved Evasion (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]

Even on a failed saving throw you take only half damage from attacks that allow a Reflex save for half damage.

**Low-Light Vision (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Magical Beast Traits** [Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]

Magical Beasts eat/sleep/breathe

**Skills** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

\*A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

### Feats

**Alertness** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

You get a +2 bonus on all Listen checks and Spot checks.

### PROFICIENCIES

### TEMPLATES

Base Race Type  
Base Race Type ~ Animal  
RaceSubtype ~ Augmented Animal

## Ash- Familiar of Sibyl Rowe



**Bat**

RACE

**0**

AGE

**Female**

GENDER

**Blindsense (20 ft.), Darkvision (60 ft.), Low-Light**

VISION

**Neutral Evil**

ALIGNMENT

**Right**

DOMINANT HAND

**0' 0"**

HEIGHT

**0 lbs.**

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

**None**

REGION

### Description:

### Biography:

Ash is Sibyl's familiar and longtime companion. There is an alliance of purpose and strength - Ash could sense targets of opportunity with ease, and Sibyl could exploit them to their mutual benefit. This alliance predates even Sibyl's apotheosis as a sorceress, and it was Ash's uplifting to become her familiar that helped solidify her new status in service to the Ultimate Tyrant. While not the most brilliant entity in the world (being an uplifted animal still), Ash has some awareness of this idea of the True Lord, and is as loyal as one of her limited awareness can be - after all, working with Sibyl in His service back when they were both meaningless creatures is why they are both now greater beings destined for greater things. Sibyl feels much the same way; Ash is perhaps the only being Sibyl truly feels anything for.