**Dolora Amortrix Chaotic Evil Human Female worshiper of Malcanthet** **Level 1**

Last Updated: Aug.25, 2014

Class/Level: Favored Soul/1

Appearance a 5’ 9” tall, 126 lbs. 22 year old with alabaster white skin, raven black long hair tresses, and ruby red full lips. When angered her eyes change color from dark amber to brilliant ruby. Of incredible beauty with a well-proportioned and firm-toned body, she performs erotic, exotic dances and is known to colour her hair (top and bottom) shades of red or orange or purple.(see images) She is extremely difficult to resist sexually and is a specialist in using her sex appeal and charm to entice, seduce, and convert others into the cult of Malcanthet. She ‘has it and she knows ‘how to use it’.

Home Region- Sembia Speed- 30 ft. Initiative: -5 =+1-6 BAB=+0

Hit Points- +9

Languages Abyssal Chondathan Draconic Halfling

Abilities Saving Throws Total Base Mod Magic Misc

STR 10 (+0) \*Fortitude +3 +2 +1 +0 +0

INT 12 (+1)

WIS 12 (+1) \*Reflex +3 +2 +1 +0 +0

DEX 12 (+1)

CHA 18 (+4) \*Will +3 +2 +1 +0 +0

CON 12 (+1) \* standard action to add profane CHA bonus to saving throws for 5 rounds. If do damage to good subtype or aura of good creature, bonus is doubled until next turn.

Armor Class AC +12

Total Base Armor Shield Dex Nat Deflect Magic Misc

10 +2 +0 +1 +0 +0 +0 +0

+13

AC touch-+11 AC flat-footed-+12 Grapple +0

Protective AC Max Check Spell

Item Type bonus Dex penalty Failure Speed WT Notes

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Leather armor light +2 +6 0 10% 30 15

Weapon Bonus Damage Critical Range Type Notes

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Whip-dagger +1(+3 disarm)) 1d6 19-20/x2 5’-15’ S no AoO range weapon, 5’, 10’, 15, reach Trip weapon, Disarm +2

Light Xbow +1 1d8 19-20/x2 80’ P

**SKILL POINTS**-1st/16

**SKILLS**: Total Ability Mod Ranks Misc

+1 appraise INT +1 0

+0 balance DEX +1 0 -1 ACP

+6 bluff CHA +4 2

-1 climb STR +0 0 -1 ACP

+4 concentration CON +1 3

+2 craft INT +1 0

no decipher script INT +1 0

+6 diplomacy CHA +4 1 +1trait

no disable device INT +1 0

+2 disguise CHA +4 0 -2 feat

+0 escape artist DEX +1 0 -1 ACP

+1 forgery INT +1 0

+4 gather information CHA +4 0

no handle animal CHA +4 0

+1 heal WIS +1 0

+0 hide DEX +1 0 -1 ACP

+2 intimidate CHA +4 0 -2trait

-1 jump STR +0 0 -1 ACP

+4 knowledge, arcana INT +1 3

no knowledge, architect/engineer INT +1 0

no knowledge, dungeoneering INT +1 0

no knowledge, geography INT +1 0

no knowledge, history INT +1 0

no knowledge, local INT +1 0

no knowledge, nature INT +1 0

no knowledge, nobility/royalty INT +1 0

+2 knowledge, religion INT +1 1

+4 knowledge, the planes INT +1 3

+1 listen WIS +1 0

+0 move silently DEX +1 0 -1 ACP

no open lock DEX +2 0

+6 perform(erotic dances\*) CHA +4 1 +1 feat

+1 profession(erotic dancer\*) WIS +1 0

+1 ride DEX +1 0

+1 search INT +1 0

+1 sense motive WIS +1 0

no sleight of hand DEX +1 0 -1 ACP

+2 spellcraft INT +1 1

+1 spot WIS +1 0

-1 survival WIS +1 0

-2 swim STR +0 0 -2 ACP x2

no tumble DEX +1 0 -1 ACP

no use magic device CHA +4 0

+2 use rope DEX +2 0

yes speak languages n/a 1

\*Erotic Dances = pole, belly, lap, strip etc.

**Spells:**

**Favored Soul: cast** 0th 5x/day 1st 4x/day

0th DC 11-detect magic, guidance, mend, read magic

1st DC 12-CLW,divine favor, faith healing, protection from evil

**GEAR** Total WT= 31 +2 = 33

load: light = 33 medium = 66 heavy = 100

WT Item

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0 traveler's outfit

0 HEAD: OPEN SLOT

0 FACE: OPEN SLOT

0 THROAT: OPEN SLOT

0 SHOULDER: OPEN SLOT

0 BODY: OPEN SLOT

0 TORSO: OPEN SLOT

0 WAIST: OPEN SLOT

0 FEET: OPEN SLOT

0 ARMS: OPEN SLOT

0 HANDS: OPEN SLOT

0 RING1: OPEN SLOT

0 RING2: OPEN SLOT

ON PERSON

15 leather armor (10gp)

3 whip-dagger (25gp)

4 light Xbow (35gp)

1 bolts x10 (1gp)

5 bedroll (0.1gp)

2 backpack (2gp)

1 waterskin empty (1gp)

0 wand SHIELD OF FAITH X25 (375gp)

IN BACKPACK

2 oils x2 (0.2gp)

0 vials powder water x6 (3gp)

0 tindertwigs x3 (3gp)

0 rations dehydrated food days x10 (5gp)

**WEALTH**

pp = 3

gp = 6

sp = 7

cp = 0

**Flaws/Traits/Feats/Abilities**

**Favored Soul of Malcanthet**

Cast cleric spells- charisma based

Proficient with all simple weapons, whip, whip-dagger, scourge, light & medium armor, all shields except tower

**Flaw 1-Indecisive**-penalty of -6 to initiative rolls

**Flaw 2-Intolerant**- suffer a -4 penalty on all social based rolls and checks involving lawful creatures

**Trait 1-Polite**-add +1 to Diplomacy, subtract -2 to Intimidate

**Trait 2-Unidextrous**- gain a +1 to all attack rolls while wielding a single weapon one-handed in your primary hand if your other hand is empty. Cannot wield a shield (or weapon) effectively with your other hand, get a -2 to attack rolls and AC when both hands are holding weapons and/or shields

FEATS

Flaw Bonus-Able Learner -All skill ranks, even cross-class ones cost one skill point

Flaw Bonus-Otherworldly Countenance(Abyssal Inheritor)-Unusually beautiful.# abyssal inheritor feats/day, full round action, fascinate target within 30ft as long as remain in line of sight. To resist Will DC 10 + 1/2 character level +Cha modifier.

Fascinated-A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature’s ally may shake it free of the spell as a [standard](http://www.d20srd.org/srd/combat/actionsInCombat.htm#standardActions) action.

Human Bonus-Evil’s Blessing(Vile)-As a standard action, gain a profane bonus on saving throws equal to Charisma bonus). This bonus lasts for 5 rounds. During any round in which you deal at least 1 point of damage to a creature of the good subtype or a creature that radiates an aura of good, this bonus is doubled until next turn.

1st level Bonus-Eschew Materials- cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.