

# Dammerung

NAME  
 Wiz2 6000  
 CLASS EXPERIENCE  
 2 10000  
 LEVEL NEXT LEVEL

# Jeremy

PLAYERNAME  
 Drow (Female) Medium  
 RACE SIZE  
 30 Male  
 AGE GENDER

# None

DEITY  
 5'3" 119 lbs  
 HEIGHT WEIGHT  
 Green  
 EYES HAIR  
 Silvery-white,

# Neutral Good

ALIGNMENT  
 Darkvision (120')  
 VISION  
 28  
 POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> strength	8	-1		
<b>DEX</b> dexterity	16	+3		
<b>CON</b> constitution	12	+1		
<b>INT</b> intelligence	19	+4		
<b>WIS</b> wisdom	10	+0		
<b>CHA</b> charisma	11	+0		

**HP** hit points **10**

**AC** armor class **13** = **10** + **0** + **0** + **3** + **0** + **0** + **0**

TOTAL WOUNDS/CURRENT HP

**INITIATIVE** modifier **+3** = **+3** + **+0**

TOTAL DEX MODIFIER MISC MODIFIER

**BASE ATTACK** bonus **+1**

**SPEED**  
Walk 30'

**SKILLS** MAX RANKS /

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Alchemy	INT	9	= 4 + 5.0	0	
Climb	STR	-1	= -1 + 0.0	0	
Concentration	CON	6	= 1 + 5.0	0	
Hide	DEX	3	= 3 + 0.0	0	
Jump	STR	-1	= -1 + 0.0	0	
Knowledge (Arcana)	INT	9	= 4 + 5.0	0	
Knowledge (Geography)	INT	5	= 4 + 1.0	0	
Knowledge (History)	INT	5	= 4 + 1.0	0	
Knowledge (Local)	INT	6	= 4 + 2.0	0	
Knowledge (The Planes)	INT	5	= 4 + 1.0	0	
Listen	WIS	2	= 0 + 0.0	2	
Move Silently	DEX	3	= 3 + 0.0	0	
Profession (Herbalist)	WIS	3	= 0 + 3.0	0	
Search	INT	6	= 4 + 0.0	2	
Spellcraft	INT	9	= 4 + 5.0	0	
Spot	WIS	2	= 0 + 0.0	2	

**SAVING THROWS**

**FORTITUDE** (constitution) **+1** = **+0** + **+1** + **+0** + **+0** + **+0**

**REFLEX** (dexterity) **+3** = **+0** + **+3** + **+0** + **+0** + **+0**

**WILL** (wisdom) **+3** = **+3** + **+0** + **+0** + **+0** + **+0**

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMP MODIFIER conditional modifiers

**MELEE** attack bonus

**RANGED** attack bonus

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER TEMP MODIFIER

TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER TEMP MODIFIER

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Dagger	+0	1d4-1	19-20/x2	Primary	0'	P	T
*Dagger (Thrown)	+4	1d4-1	19-20/x2	Primary	10'	P	T
Quarterstaff (Head 1 only)	+0	1d6-1	20/x2	Neither	0'	B	L
Quarterstaff (Head 2 only)	+0	1d6-1	20/x2	Neither	0'	B	L

## AMMUNITION

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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Alchemy	INT	9	= 4 + 5.0	0	
Climb	STR	-1	= -1 + 0.0	0	
Concentration	CON	6	= 1 + 5.0	0	
Hide	DEX	3	= 3 + 0.0	0	
Jump	STR	-1	= -1 + 0.0	0	
Knowledge (Arcana)	INT	9	= 4 + 5.0	0	
Knowledge (Geography)	INT	5	= 4 + 1.0	0	
Knowledge (History)	INT	5	= 4 + 1.0	0	
Knowledge (Local)	INT	6	= 4 + 2.0	0	
Knowledge (The Planes)	INT	5	= 4 + 1.0	0	
Listen	WIS	2	= 0 + 0.0	2	
Move Silently	DEX	3	= 3 + 0.0	0	
Profession (Herbalist)	WIS	3	= 0 + 3.0	0	
Search	INT	6	= 4 + 0.0	2	
Spellcraft	INT	9	= 4 + 5.0	0	
Spot	WIS	2	= 0 + 0.0	2	

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack	Carried	1.0	2.0	2
6.0 lbs, 1.0 Ink (1 Oz. Vial), 1.0 Scroll Organizer -1-, 1.0 Mirror (Small/Steel), 3.0 Pen (Ink), 2.0 Rations (Trail/Per Day), 15.0 Paper (Sheet), 1.0 Spellbook (Wizard's/Blank)				
Dagger	Equipped	1.0	1.0	2
Ink (1 Oz. Vial)	Backpack	1.0	0.0	8
Mirror (Small/Steel)	Backpack	1.0	0.5	10
Outfit (Scholar's)	Equipped	1.0	6.0	5
Paper (Sheet)	Backpack	15.0	0.0	0.4
Pen (Ink)	Backpack	3.0	0.0	0.1
Pouch (Belt)	Equipped	1.0	0.5	1
0.0 lbs				
Pouch (Spell Component)	Equipped	1.0	3.0	5
Quarterstaff	Carried	1.0	4.0	0
Rations (Trail/Per Day)	Backpack	2.0	1.0	0.5
Scroll (Comprehend Languages)	Scroll Organizer -1-	3.0	0.0	25
Scroll (Identify)	Scroll Organizer -2-	5.0	0.0	125
Scroll (Mage Armor)	Scroll Organizer -1-	3.0	0.0	25
Scroll Organizer	Carried	2.0	0.5	5
Spellbook (Wizard's/Blank)	Backpack	1.0	3.0	15
<b>TOTAL WEIGHT CARRIED/VALUE</b>		<b>17.0 lbs</b>		<b>840.3 gp</b>

## WEIGHT ALLOWANCE

Light	Medium	Heavy
26.0	53.0	80.0

## MONEY

## MAGIC

## SPECIAL ABILITIES

Immunity to magic sleep
Save +2 Will vs spells and spell like abilities
Spell resistance 11+ class level
Automatic Search check if within 5' of secret/concealed door
Spell-Like Abilities: 1/day - dancing lights
darkness
and faerie fire
Light Blindness (Ex): Blind for 1 round when exposed to bright light
-1 to all attack rolls
saves
and checks while in bright light.
Summon Familiar

## FEATS

Daylight Adaptation
Scribe Scroll

## PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff
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## LANGUAGES

Draconic, Elven, Gnome, Literacy, Undercommon
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## PROHIBITED

Enchantment
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## Charges

# Wizard

## Level 0 - 4+1 per day, Save DC14

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□ Arcane Mark	Universal	one mark	Touch	1 action	Permanent	V S	None	No
□□□□ Dancing Lights	Evocation	up to 4 lights within 10' radius	Medium	1 action	1 minute	V S	None	No
□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No
□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No
□□□□ Disrupt Undead	Necromancy	Ray	Close	1 action	Instantaneous	V S	None	Yes
□□□□ Flare	Evocation	Burst of light	Close	1 action	Instantaneous	V	Fortitude negates	Yes
□□□□ Ghost Sound	Illusion	Illusory sounds	Close	1 action	1 round/level (D)	V S M	Will disbelief	No
□□□□ Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No
□□□□ Mage Hand	Transmutation	Nonmagical, unattended object weighing up to 5lb	Close	1 action	Concentration	V S	None	No
□□□□ Mending	Transmutation	One object of up to 1 pound	10 feet	1 action	Instantaneous	V S	Will negates (Harmless object)	Yes (Harmless object)
□□□□ Open/Close	Transmutation	Portal or object that can be opened or closed	Close	1 action	Instantaneous	V S F	Will negates (object)	Yes (object)
□□□□ Prestidigitation	Universal	Special	10 feet	1 action	1 hour	V S	None	No
□□□□ Ray of Frost	Conjuration	Ray	Close	1 action	Instantaneous	V S	None	Yes
□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No
□□□□ Resistance	Abjuration*	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)

## Level 1 - 3+1 per day, Save DC15

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□ Burning Hands	Transmutation	10' radius	10 feet	1 action	Instantaneous	V S	Reflex half	Yes
□□□□ Change Self	Illusion	You	Personal	1 action	10 minutes/level (D)	V S	Will negates	No
□□□□ Color Spray	Illusion	Cone	Close	1 action	Instantaneous	V S M	Will negates	Yes
□□□□ Comprehend Languages	Divination	You	Personal	1 action	10 minutes/level	V S M DF	None	No
□□□□ Identify	Divination	Up to 1 touched object/level	Touch	8 hours	Instantaneous	V S M DF	None	No
□□□□ Mage Armor	Conjuration	Creature touched	Touch	1 action	1 hour/level (D)	V S F	Will negates (Harmless)	Yes (Harmless)
□□□□ Magic Missile	Evocation	Up to 5 targets within 15'	Medium	1 action	Instantaneous	V S	None	Yes
□□□□ Mount	Conjuration	One mount	Close	1 full round	2 hours/level	V S M	None	No
□□□□ Protection from Evil	Abjuration*	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)
□□□□ Shield	Abjuration*	You	Personal	1 action	1 minute/level (D)	V S	None	No
□□□□ Spider Climb	Transmutation	Creature touched	Touch	1 action	10 minutes/level	V S M	Will negates (Harmless)	Yes (Harmless)
□□□□ Tenser's Floating Disk	Evocation	3' diameter disk of force	Close	1 action	1 hour/level	V S M	None	No
□□□□ True Strike	Divination	You	Personal	1 action	See text	V F	None	No

# Dammerung Drow (Female)

RACE

**30**

AGE

**Male**

GENDER

**Darkvision (120')**

VISION

**Neutral Good**

ALIGNMENT

**Right**

DOMINANT HAND

**5' 3"**

HEIGHT

**119 lbs**

WEIGHT

**Green**

EYE COLOR

**Obsidian**

SKIN COLOR

**Silvery-white**

HAIR COLOR

HAIR LENGTH

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

**None**

REGION

## Description

## Biography

Dammerung was born in the drow elf city of Viserauk, the only son of servants indentured to the minor noble house Elcadrav. His parents served as leaf merchants for the house, purchasing the precious commodity from markets within the city and then mixing it to the specifications of the house lords and ladies. While his older sisters all served as accomplished warriors in the house militia, Dammerung's birth was greeted with apprehension by his parents. Due to his frail body (believed to be a sign of Lloth's dissatisfaction), pale green eyes and gender, his parents were justifiably afraid their son would end up the tool of house warfare.

As Dammerung's seventh birthday approached, their worse fears came to fruition as rumors circulated the city that House Elcadrav would shortly wage war against the lesser House Menemar. Aiding this assault and the clerics attempt to crush their enemies defenses, would be the traditional sacrifice of a house males in honor of the Spirit Goddess Lloth.

Within hours of hearing the first rumors, Dammerung's parents made the decision to flee Viserauk for the surface world. Taking a ragtag band of dissatisfied dark elves and freed slaves, they slipped into the underdark and began a perilous ascent to towards sunlight and freedom. Even engaged in warfare, House Ecladrav was not without its resources however and quickly dispatched units of dark elf mercenaries and conjured demons to track, capture (and kill if necessary) their rebellious cousins.

Hunted by their homeland and besieged by the denizens of the deep world, Dammerung watched as his envoy went from nine, to solely him and his mother. They emerged into the starlit world of Forest Mac Dyre on the eve of the summer solstice. Weakened by the flight and desperately needing food and water, they paused momentarily to gather a small measure of sustenance.

Within minutes new shadows loomed in the grove however as drow warriors poured from the cavern exit.

Dammerung's mother fought fiercely to guard her son, but was little match for the units bolts and blades quickly perishing before the onslaught. Having recaptured their sacrificial prize, the commander of the unit, a drow priestess named Neshfare prepared to open a gate to Viserauk and return home. As fate would have it though, the Campaigners were preparing a foray into underdark that very evening and caught the dark elves completely by surprise. A fierce battle ensued and the majority of dark elves were routed or slain, while Neshfare managed to escape back through her portal to Viserauk.

The band found themselves the unlikely wards of Dammerung, who was freed and escorted back to their hold in Freeport, where he has since begun training under the mage, Amderin. He has since begun pursuing the study of abjuration and attempting integrate himself to the surface world and life in FreePort.