

## Daphne Dalbannith



### Female Human Sorcerer 7 - CR 6

True Neutral Humanoid (Human); Age: 21; Height: 5' 4";  
Weight: 137lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	8	-1	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	17	+3	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4	=	+2	+1	+1		

**Endurance:** +4 vs. suffocation or hot or cold environments

<b>REFLEX</b> (DEXTERITY)	+4	=	+2	-1	+1	+2	
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<b>WILL</b> (WISDOM)	+8	=	+5	+2	+1		
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 9	=		-1					

<b>Touch AC</b> 9	=	<b>Flat-Footed AC</b> 9
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CM Bonus	+3	=	BAB	Strength	Size	Misc
	+3	=	+3	0	-	-

CM Defense	12	=	10	BAB	Strength	Dexterity	Size
	12	=	10	+3	0	-1	-

<b>Base Attack</b>	+3	<b>HP</b>	35
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<b>Initiative</b>	-1	Damage / Current HP	
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<b>Speed</b>	30 ft		
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### Masterwork Cold Iron Dagger

Mainhand: **+4, 1d4**

Crit: 19-20/x2

Ranged: **+3, 1d4**

Rng: 10'

Light, P/S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-1	DEX (-1)	-	
<b>Appraise</b>	+2	INT (2)	-	
<b>Bluff</b>	+9	CHA (3)	3	
<b>Climb</b>	+0	STR (0)	-	
<b>Diplomacy</b>	+9	CHA (3)	6	
<b>Disguise</b>	+3	CHA (3)	-	
<b>Escape Artist</b>	-1	DEX (-1)	-	
<b>Fly</b>	+4	DEX (-1)	2	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+3	CHA (3)	-	
<b>Knowledge (geography)</b>	+6	INT (2)	4	
<b>Knowledge (history)</b>	+8	INT (2)	3	
<b>Knowledge (local)</b>	+6	INT (2)	4	
<b>Linguistics</b>	+3	INT (2)	1	
<b>Perception</b>	+7	WIS (2)	3	
<b>Ride</b>	-1	DEX (-1)	-	
<b>Sense Motive</b>	+10	WIS (2)	6	
<b>Spellcraft</b>	+11	INT (2)	6	
<b>Stealth</b>	-1	DEX (-1)	-	
<b>Survival</b>	+5	WIS (2)	3	
<b>Swim</b>	+0	STR (0)	-	

**Endurance:** +4 vs. exhaustion

### Feats, Traits & Flaws

Alertness  
 Combat Casting  
 Endurance  
 Eschew Materials  
 Lightning Reflexes  
 Silent Spell  
 Simple Weapon Proficiency - All  
 Still Spell

### Special Abilities

Destined  
 Fated +2 (Su)  
 Touch of Destiny +1 (6/day) (Sp)

## Gear

**Total Weight Carried: 5.46/100lbs, Light Load  
(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)**

Cloak of resistance +1	1 lb
Masterwork Cold Iron Dagger	1 lb
Money	3.46 lbs
Potion of cure moderate wounds	-
Scroll of Dispel Magic, Obscuring Mist, Obscuring Mist,	-

## Tracked Resources

Masterwork Cold Iron Dagger	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Touch of Destiny +1 (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Hallit
Giant	Skald

## Spells & Powers

**Sorcerer Spell DC: 13 + spell level**

CL: 7 (vs. SR: +7, Concentration: +10)

Melee Touch +3 Ranged Touch +3

Maximum Sorcerer spells known / per day: **7**\*x0; **5**/**7**x1;  
**3**/**7**x2; **2**/**5**x3

Sorcerer 0: Ray of Frost, Flare (DC 13), Detect Poison,  
Detect Magic, Message, Light, Arcane Mark

Sorcerer 1: Mage Armor, Comprehend Languages, Color  
Spray (DC 14), Magic Missile, Alarm, Charm Person (DC  
14)

Sorcerer 2: Blur, Minor Image (DC 15), Glitterdust,  
Invisibility

Sorcerer 3: Protection from Energy, Fireball (DC 16), Fly

## Background

Daphne is a retired adventurer who ran afoul of the PCs when they stormed Hollobrae and killed her uncle who ran the Firey Dragon tavern. They kidnapper her and Samaritha keeps her Dominated.

## Experience & Wealth

Current Cash: **173 GP**