

Leia Showanna (Vampire)

Female human vampire sorcerer 8 (Vampire +0) - CL8 - CR 9

Chaotic Evil Undead (Augmented Humanoid, Human); Age: 18; Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	-	+6/+8	
INT INTELLIGENCE	14	+2	
WIS WISDOM	16	+3	
CHA CHARISMA	22/26	+6/+8	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+2	+8	+3			Channel Resistance: +4 bonus vs. channeled energy
REFLEX (DEXTERITY)	+11 =	+2	+4	+3	+2		Channel Resistance: +4 bonus vs. channeled energy
WILL (WISDOM)	+12 =	+6	+3	+3			Channel Resistance: +4 bonus vs. channeled energy

Damage Reduction (10/magic)	Immunity to Fatigue
Damage Reduction (10/silver)	Immunity to Mind-Affecting effects
Energy Resistance, Cold (10)	Immunity to Nonlethal Damage
Energy Resistance, Electricity (10)	Immunity to Paralysis
Immunity to Ability Drain	Immunity to Physical Ability Damage
Immunity to Bleed	Immunity to Poison
Immunity to Death Effects	Immunity to Sleep
Immunity to Disease	Immunity to Stunning
Immunity to Energy Drain	Undead Traits
Immunity to Exhausted	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 23	=			+4		+6	+2	+1	
Touch AC	17	Flat-Footed AC			18				
		BAB	Strength	Size	Misc				
CM Bonus	+7	=	+4	+3	-	-			
		BAB	Strength	Dexterity	Size				
CM Defense	24	= 10	+4	+3	+4	-			
Base Attack			+4	HP		105			
Initiative			+8	Damage / Current HP					
Speed			30 ft						



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Appraise	+2	INT (2)	-	
Bluff	+27	CHA (8)	8	
Climb	+3	STR (3)	-	
Diplomacy	+8	CHA (8)	-	
Disguise	+8	CHA (8)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+3	WIS (3)	-	
Intimidate	+8	CHA (8)	-	
Knowledge (arcana)	+13	INT (2)	8	
Knowledge (religion)	+10	INT (2)	5	
Perception	+21	WIS (3)	8	
Ride	+4	DEX (4)	-	
Sense Motive	+13	WIS (3)	-	
Spellcraft	+13	INT (2)	8	
Stealth	+12	DEX (4)	-	
Survival	+3	WIS (3)	-	
Swim	+3	STR (3)	-	
Use Magic Device	+19	CHA (8)	8	

Feats

Alertness
Blind-Fight
Combat Casting
Combat Reflexes (5 AoO/round)
Dodge
Eschew Materials
Extend Spell

Feats

Improved Initiative
Lightning Reflexes
Silent Spell
Simple Weapon Proficiency - All
Still Spell
Toughness
Weapon Finesse

Shortspear

Main hand: **+7, 1d6+3** Crit: x2
Both hands: **+7, 1d6+4** Rng: 20'
Ranged: **+8, 1d6+3** 1-hand, P
Ranged, both hands: **+8, 1d6+4**

Slam (Vampire)

Main hand: **+3, 1d4+1** Crit: x2
Light, B

Gear

Total Weight Carried: 5/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Cloak of resistance +3 1 lb
Headband of alluring charisma +4 1 lb
Money -
Ring of protection +2 -
Shortspear 3 lbs

Special Abilities

Blood Drain (1d4 Con, gain 5 Hp) (Ex)
Bloodline Arcana: Undead (Ex)
Change Shape (dire bat or wolf, *beast shape II*) (Su)
Channel Resistance +4
Children of the Night (1/day) (Su)
Create Spawn (Ex)
Darkvision (60 feet)
Dominate (DC 22) (Su)
Energy Drain (2 levels, DC 22) (Ex)
Fast Healing 5 (Ex)
Gaseous Form (At will) (Su)
Shadowless (Ex)
Spider Climb (Ex)
Vampire Weaknesses (Ex)

Spell-Like Abilities

Grave Touch (4 rds, 11/day) (Sp) ☐☐☐☐☐☐☐☐
☐

Tracked Resources

Children of the Night (1/day) (Su) ☐
Shortspear ☐

Languages

Abyssal
Common
Draconic

Experience & Wealth

Current Cash: **You have no money!**

Spells & Powers

Sorcerer spells known (CL 8th; concentration +16)
Melee Touch +8 Ranged Touch +8
4th (5/day)—*greater invisibility*
3rd (7/day)—*dispel magic*, *fireball* (DC 21), *vampiric touch*
2nd (8/day)—*false life*, *invisibility*, *scorching ray*, *web* (DC 20)
1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19), *disguise self*, *expeditious retreat*, *mage armor*, *magic missile*
0th (at will)—*acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close* (DC 18), *read magic*

Sourcebooks Used

(none)