**Dolora Amortrix Chaotic Evil Human Female worshiper of Malcanthet** **Level 7**

Last Updated: September 22, 2018,

Class/Level: Favored Soul/1 Warmage/1 Sorcerer/5

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 or black. (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 knows ‘how to use it’.

Home Region- Sembia Speed- 30 ft. Initiative: -5 =+1-6 BAB=+2

Hit Points- 30 +1 +1d4

Languages Abyssal Chondathan Draconic Halfling Infernal

Abilities Saving Throws Total Base Mod Magic Misc

STR 10 (+0) \*Fortitude +4 +3 +1 +0 +0

INT 12 (+1)

WIS 13 (+1) \*Reflex +4 +3 +1 +0 +0

DEX 12 (+1)

CHA 20 (+5) \*Will +9 +8 +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. Evil’s Blessing

Armor Class AC +11

Total Base Armor Shield Dex Nat Deflect Magic Misc

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

 +11

AC touch-+11 AC flat-footed-+10 Grapple +2

Protective AC Max Check Spell

Item Type bonus Dex penalty Failure Speed WT Notes

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Weapon Bonus Damage Critical Range Type Notes

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Whip-dagger +4(+6 disarm)) 1d6 19-20/x2 5’-15’ S no AoO range weapon, 5’, 10’, 15, reach, Trip weapon-melee touch,

sling +5 1d4 20/x2 50’ B

light Xbow +3 1d8 19-20/x2 80’ P

**SKILL POINTS**-1st/16 2nd/4 3rd/4 4th /4 5th/4/6th/4/7th/4

**SKILLS**: Total Ability Mod Ranks Misc

+1 appraise INT +1 0

+1 balance DEX +1 0

+15 bluff CHA +5 4 +3+3 familiar circlet

-1 climb STR +0 0

+10 concentration CON +1 9

+2 craft INT +1 1

no decipher script INT +1 0

+14 diplomacy CHA +5 4 +2+3 trait circlet

no disable device INT +1 0

+8 disguise CHA +5 0 +3 circlet

+1 escape artist DEX +1 0

+1 forgery INT +1 0

+10 gather information CHA +5 0 +2+3 circlet

no handle animal CHA +5 0

+1 heal WIS +1 0

+1 hide DEX +1 0

+7 intimidate CHA +5 1 -2trait +3 circlet

+0 jump STR +0 0

+9 knowledge, arcana INT +1 8

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

+2 knowledge, local INT +1 1

no knowledge, nature INT +1 0

no knowledge, nobility/royalty INT +1 0

+2 knowledge, religion INT +1 1

+9 knowledge, the planes INT +1 8 +5 affinity

+3 listen WIS +1 0 +2 alertness

+1 move silently DEX +1 0

no open lock DEX +2 0

+10 perform(erotic dances\*) CHA +5 1 +3 circlet+1

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

+1 ride DEX +1 0

+1 search INT +1 0

+1 sense motive WIS +1 0

+1 sleight of hand DEX +1 0

+6 spellcraft INT +1 3 +2synergy

+3 spot WIS +1 0 +2 alertness

+1 survival WIS +1 0

+0 swim STR +0 0

no tumble DEX +1 0

no use magic device CHA +5 0 +3circlet

+2 use rope DEX +2 0

yes speak languages n/a 2

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

CHA based checks- always add +2 if opponent male Always add another +2 if opponent hetro male, homo female, bisexual for social based interactions -4 penalty if opponent lawful +2 if followers of Malcanthet, +1 if alignment CN or NE

**Spells: Name**

**Favored Soul:** 0th 6x/day 1st 5x/day

0th DC 12-detect magic, guidance, resistance, read magic

1st DC 13-bane\*, command\*, doom\*, faith healing, sorrow\*

Warmage: 0th 6x/day 1st 5x/day CASTER LEVEL 5

0th DC 15-acid splash, disrupt undead, light, ray of frost

1st DC 16-accuracy, burning hands, chill touch, fist of stone, hail of stone,

lesser orbs of acid, cold, electric, fire, sonic, magic missile,

shocking grasp, true strike

\*add INT bonus damage to any warmage spell that does hit point damage

Sorcerer: 0th 7x/day 1st 7x/day/ 2nd 5x/day

0th.DC 15- caltrops, dancing lights, ghost sound, mage hand, message prestidigitation,

1st DC 16-color spray\*, hypnotic rump\*\*&, silent image, sticky floor, charm person(D)

2nd DC 17-vision of entropy\*, mirror image, beckoning call\*\*& (D)

 Mind-affecting spells \*add +1 CL

 Charm/Mind-affecting spells \* DC- males +4 females +2

 With sexual overtones\*\*&- DC males hetro +6 bi +5 females homo +4 bi +3

**GEAR** Total WT= 29

 load: light = 33 medium = 66 heavy = 100

WT Item

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0 traveler's outfit

0 HEAD: circlet of persuasion add +3 to all CHA based checks

0 FACE: OPEN SLOT

0 THROAT: OPEN SLOT

0 SHOULDER: cloak of charisma +1 (1000gp)

0 BODY: OPEN SLOT

0 TORSO: breast enhancing halter +2 CHA based checks to those susceptible to female breast exposure

0 WAIST: OPEN SLOT

0 FEET: Anklet of translocation-swift command-teleport 10’ 2x/day

0 ARMS: OPEN SLOT

0 HANDS: OPEN SLOT

0 RING1: OPEN SLOT

0 RING2: OPEN SLOT

 ON PERSON

0 insignia of Malcanthet (10gp)-small pin of red heart entwined by tiny black

 Viper-used for insignia spells

1 breast enhancing armor halter- treat as armor-+0AC no armor traits- +2 CHA based checks to opponents’ susceptible to charm of human female breasts

3 whip-dagger (25gp)

0 talisman button makeup-disguise self as spell single use

0 talisman black fan-ear ring +10 circumstance bonus to diplomacy 1hr.-single use

0 sling

5 sling bullets x10 (1sp)

4 light Xbow

1 Xbow black dragon bolts x10

5 bedroll (0.1gp)

2 backpack (2gp)

1 waterskin empty (1gp)

0 wand SHIELD OF FAITH X17 (375gp

0 wand mage armor x3

0 wand CLW x17

0 wand Snake Swiftness x10 (150gp)

 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 = 0

gp = 1480- owe Baird 1344, owe Tormod 400 forgiven since conversion to cult of Malcanthet

sp = 10

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

Vile Presence-+2 bonus to Cha based skill checks to followers of Malcanthet. +1 bonus to Cha based skill checks to CE, CN or NE alignment characters

Warmage

Cast wizard/sorcerer arcane spells

Proficient with all simple weapons, light armor and shields

Armored mage- no arcane spell failure using light armor and/or light shield

Warmage Edge- add Int bonus to spells causing hit point damage

Evocation Sense-+1 to spellcraft to identify evocation spells

**Sorcerer**

Cast arcane spells spontaneously

Gain familiar

Proficient with all simple weapons

Magical Affinity-+2 bonus to Knowledge Planes checks to identify outsiders-increase by +1 for each two sorcerer level after 2nd = +5

**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 hold any item or wield a shield (or weapon) effectively with your other hand, get a -2 to attack rolls and AC when both hands are holding items, 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 = 1/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. males hetro +6 bi +5 females homo +4 bi +3

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.

3rd level Bonus-Divine Sorcery-gain power of deity’s domain (Temptation)- wear no armor, gain +2 competence bonus on Charisma-based checks  opposed by males; Increase DC of **mind-affecting spells and abilities** against males by 2. Increase caster level of mind-affecting spells by +1

Add domain spell to spell list each day.

Temptation Domain spells- 1)charm person 2)beckoning call 3)suggestion 4)charm monster 5)dominate person 6)suggestion, mass 7) soul link 8)sympathy 9) dominate monster

6th level Bonus-Practised Spell Caster (war mage). Cast war mage spells at caster level +4