

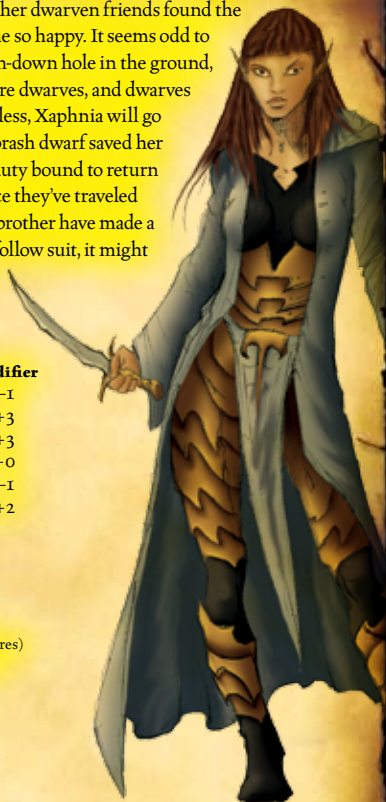
XAPHNIA LIADON

Female Elf Sorcerer

Level 4

Lawful Neutral

Xaphnia was bemused when her dwarven friends found the map to Frostsilver and became so happy. It seems odd to be excited about finding a run-down hole in the ground, but then Morn and Durven are dwarves, and dwarves are strange creatures. Regardless, Xaphnia will go wherever Durven goes. The brash dwarf saved her life once, and Xaphnia feels duty bound to return the favor. Unfortunately, since they've traveled together the paladin and his brother have made a habit of it. If Gavin and Tara follow suit, it might be time to reconsider what qualifies as "duty."



Ability	Score	Modifier
Strength	8	-1
Dexterity	16	+3
Constitution	16	+3
Intelligence	10	+0
Wisdom	9	-1
Charisma	14	+2

Initiative	+3
Armor Class	16
Flat-Footed AC	13
Touch AC	14
Move	30 ft. (6 squares)
Hit Points	23 (4 HD)

Base Attack	+2
Melee Attack	+1
Grapple	+1
Ranged Attack	+5

Weapon	Attack Bonus	Damage	Critical Hit	Range/Special
Masterwork longsword	+2	1d8-1	19-20/x2	—

Saving Throws

Fort +4 Ref +4
Will +3 (+5 enchantment)

Feats

Point-Blank Shot (+1 bonus on ranged attacks and +1 bonus to damage within 30 feet, including spells)
Precise Shot (no penalty for ranged attack against foes in melee)

Special Abilities

- Low-light vision (see normally in shadowy areas)
- Secret door detection (automatically Search for secret doors)

Skills

Concentration	+7 (Con)
Listen	+1 (Wis)
Search	+2 (Int)
Spellcraft	+10 (Cha)
Spot	+1 (Wis)

2nd-Level Sorcerer Spell (cast 4/day)

Scorching Ray: +5 ranged touch, range 35 feet, 4d6 fire damage

1st-Level Sorcerer Spells (cast 7/day)

Lesser Orb of Acid: +5 ranged touch, range 35 feet, 2d8 acid damage

Magic Missile: automatic hit, range 140 ft., 2 missiles, 1d4+1 damage per missile

Shield: +4 shield bonus to AC for 4 minutes

0-Level Sorcerer Spells (cast 6/day)

Ray of Frost: +5 ranged touch, range 35 feet, 1d3 cold damage

Detect Magic: Detect spells and magic items within 60 feet

Disrupt Undead: +5 ranged touch, range 35 feet, 1d6 damage to undead

Light: Object touched shines like torch

Read Magic: Understand writing on scroll or spellbook

Resistance: You or touched ally gains +1 resistance bonus on saving throws for 1 minute

Magic Items

Amulet of natural armor +1, *bracers*

of armor +1, *ring of protection* +1

Potion of cure moderate wounds

(heals 2d8+3 hit points)

Equipment

Masterwork longsword

