Character Name: **Alexa Morningstar** Player Name: DLV **CHARACTER SHEET** Level: Path: Hunter

Level Title: Hunter/Grandmaster Bloodline: Seraph

Height: 5'8" Weight: 120 lbs Gender: Female Age: 20

Skin color: Fair Hair color: Golden Eye color: Blue

PHYSICAL ATTRIBUTES

STRENGTH					
MOD					
+1					
MOD +3 +2					
CE					
MOD					
+1					
PRESENCE					
MOD +3					

MENTAL ATTRIBUTES						
KNOWLED	GE					
4 MOD -1						
<b>INT</b> UITION						
5	5 MOD 0					
WILLPOWE	:R					
5 MOD 0						
<b>CHA</b> RISMA	<b>CHA</b> RISMA					
4	MOD -1					

9	ST	ATIST	CS
	INITIATIVE		
	+5		
	RESISTANCE		F
	+5		
	FORTITUDE		
	+6		
	# OF PARRYS		F
	4		

,,,	C
	MOVE
	6
	REPUTATION
	20
	STATUS
	0
	FATE POINTS
	3

HEALTH AND POWER RATINGS
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HEALTH POINTS	FATIGUE	POWER POINTS
25	6	20

HEALTH POD 45

ARMOR **TYPE** 6 Robes of Divinity

SKILL LISTING	RANK	ATT MOD	2ND MOD	TOTAL BONUS	LANGUAGES	LIT
Lore (BG)	1	-1			Arcacian	[ ]
Channeling (foci)	5	+0	+1	+6	Daemonic	[X]
Acrobatics	2	+3		+5		[ ]
Athletics	1	+1		+2		[ ]
Perception	2	+0		+2		[ ]
Stealth	3	+3	+3	+9		[ ]
Thievery	1	+3		+4		[ ]
						[ ]
Dodge	5	+3	+3	+11		[ ]
Weapon: Swords	5	+3		+8		[ ]
						[ ]
						[ ]
						[ ]
						[ ]
						[ ]
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WEAPON	то ніт	PARRY	DAMAGE	MAX DMG	RANGE/NOTES
mw shortsword	+9	+9	1d6 +5	12	+1 attack per round, 10' silence, +3 stealth
mw shortsword 2 attacks	+8	+8	1d6 +5	12	holy +3 (+6) dmg

<sup>\* +1</sup> to hit/damage vs. daemon

COMPANIONS	PATRON/RELIGION
	Malhavoc
CONTACTS	FAMILY/GROUP AFFILIATIONS
NOTES	

BLOODLINE ABILITIES			COST		BONUS/DEVOTI		COST
Divine Healing (1d6 HP/1 PP, max lvl, complex)			2		Darkvision (1 PP/hour)		
Sense Daemon/Undead	(30' radius, sii	mple)	1	Maste	ery of Death (ope	erate normally until POD)	
EDGES			COST	FLAW	'S & STRICTURES		cost
Bane (Daemon, +1 to hi	t/damage)		1	Noble	e Spirit		1
Diehard (stabilize below	0 HP, POD = I	HP+20)	1	Brand	led (Gypsy tattod	oes)	2
Strong Faith (bonus dev	otional ability	)	2	Out fo	or Justice (Daemo	on/Undead)	2
Clerical Investment			Path	า			
TALENTS			RANK	TALEN	NTS (CONT.)		RANK
Weapon Spec Light (+3 dm	ng, quickdraw, n	o crit fail)	5		r Recovery (2/ho	ur)	1
Quick Striker (-1)	<u> </u>	,	5		, ( )		
Dodge Spec (no crit failu	ure, +2 dodge,	move 2)	5				
Combat Reflexes (+2 INI		<u>, , , , , , , , , , , , , , , , , , , </u>	1				
Dodge Riposte (beat by	-		5				
Improved Crit Swords (+			3				
Resiliency (+1 HP, +2 HP			4				
,	, = ,						
MAGIC	ACT	PWL	CST	RNG	DUR	DESCRIPTION	СМР
Heal	<u>C</u>	2	instant	touch	instant	1d6/level	144
Holy Weapon	S	3	instant	touch	1 minute	+1 dmg/level	145
Resist Elements	<u>S</u>	2	instant	self	2 hours	DR 5	146
Turn Undead	С	1	instant	50'	instant	5' radius/level	148
Tongues	<u>s</u>	1	instant	self	5 minutes	normal languages	148
Ray of Light	R	3	instant	50'	instant	2d8	147
Speak with Dead	R	1	instant	touch	1 minute	1 hour	147
Levitation	<u>S</u>	1	instant	self	5 minutes	+1 move/level	145

EQUIPMENT	WT	EQUIPMENT (STORED/ON MOUNT)	WT
Set of Clothes	2		
Hooded Cloak	1		
Boots	1		
Water Skin	1		
Flint & Steel			
2 Candles			
Knife	1		
Holy Symbol (foci)	1		
Small Pouch			
Thieves Tools	1		
Shoes of the Spider (spider climb, 1 PP minute)	1		
Ring of Agility (+1 AGI)			
Robes of Divinity (Magi) (AR 4)	1		
, , ,			
		ARMOR	
		ANNON	
		SHIELDS	
		SHILLDS	
		WEAPONS	
		MW Orichalcum Short Sword (speed +1 attack,	2
		10' silence, +3 stealth)	2
		10 Silence, +3 Steattii)	
		АММО	
			TOTAL MEIGHT
		<u> </u>	TOTAL WEIGHT
			12
			12
	· <del></del>		
CORRED DENINIES	COLD COLD	COLD HONS	
COPPER PENNIES SILVER TALONS	GOLD CROWN		
		LIGHT -1 MED -2 HEAVY	
		60 85 110	135