

Name: Simone BigbyHalf elf Sorcerer
Neutral Good

<u>Traits</u>	<u>Value</u>	<u>Modifier</u>
Strength	15	+2
Dexterity	16	+3
Constitution	12	+1
Intelligence	12	+1
Wisdom	10	+0
Charisma	16	+3

<u>Skills (d20+)</u>	<u>Modifier</u>
Acrobatics *	+5
Climb *	+4
Knowledge (Planes)	+7
Perception *	+5
Spellcraft	+8
Sense Motive	+0

<u>Weapons</u>	<u>To Hit</u>	<u>Damage</u>
Unarmed Attack	+5	1d3 + 2
Unarmed Electrical (7 / day)	+5	1d6 + 5
Dagger (thrown)	+6	1d4 + 2
Combat Maneuvers : CMB +5, CMD 18		
Base Attack +3		

Possessions

Casual clothes, pouches, 5 gold pieces, silver necklace (2 gp value), student ID

Feats/Abilities

Trained Simple Weapons

Skill Focus (Perception)

Eschew Materials, Immune to magic sleep

Improved Unarmed Strike (counts as weapon)

Elemental Bloodline (Electrical)

Electric Resistance (10) (electric damage is -10)

Combat Casting

Still Spell (cast as 1 slot higher to avoid motions)

Level**6**Hit
Points**23**Armor
Class**13**Initiative**+3**Move**30'**Reflex
Save**+5**Fortitude
Save**+3****+3**Will
Save**+5****+5****Spells****Cantrips (cast unlimited number / day)**

Detect Magic, Light, Touch of Fatigue, Mage Hand, Detect Poison, Mending, Open/Close

1st Level (Cast 7 per day, DC 14)

Burning Hands

Mage Armor, duration 2 hours, +4 AC

True Strike, next melee attack is at +20

Shocking Grasp, make a melee attack to inflict +3d6

Jump, make an Acrobatics check at +20

2nd level (Cast 6 per day, DC 15)

Scorching Ray

Touch of Idiocy

Ghoul Touch

3rd level (Cast 4 per day, DC 16)

Vampiric Touch

Simone Bigby

You were a poor orphan and you never really think you'd be more than a milkmaid. You knew how to punch and how to flirt. But life can take you by surprise. When a band of orcs raided your village and you fought back, your punch channeled the force of a bolt of lightning. You and the orcs were both shocked.

In your homeland of Iosco, noble families adopt anyone with sorcery to keep their bloodlines strong. The Bigby Family took you in and sent you to Rosenchilds to gain the polish and panache of a noblewoman. Unfortunately, despite the power at your fingertips, you cannot project your power (no ranged spells).

There's so much to learn, but you still found that a friendly smile and a knowing wink will confuse most boys and let you get your way. You can get even further with a kiss. But, you're starting to get tired of flirting without ever really caring about the guy. You'd really like to find someone that you could love. Especially because the other girls are starting to talk about the way you treat their boyfriends.

Goals: Find a true love, like they talk about in the stories.

Other Students

Carter Mitchell: Charlotte's twerpy little brother. He's a bard and thinks he's so charming, but you think all of his songs sound ridiculous.

Charlotte Mitchell : A swashbuckling duelist who doesn't like you. Might be because you seduced her boyfriend Trevor, kinda by accident. She's almost as good as you in a fight.

Gilwell Purewhindle: A stuffed shirt who loves hunting poor defenseless animals.

Greg Wrathson: A massive half orc able to bench press a steer. He's best friends with Carter and a good man to have at your back in a bar fight. You know he's really smart, but he never tries to talk down to you.

Oscar Halliwell : A down-to-earth student who has had a rough life, he is one of your good friends. One of the few people who never notices your flirting.

Wendy Worthington: A minor noble, a priestess of water and a good friend. She don't act all high & mighty. She'd do well as a farmer's daughter. Charlotte's best friend.

Sue: She's a quiet and shy mage, but she has a real mean streak, always trying to play rude practical jokes and embarrass you. She used illusions to make it look like you walked out of a study group naked. None of the other girls believed the meeting had been completely innocent.