

Name: Zayed Khaldi, Race Human (Human bonus attribute: Charisma)

Strength 14 (5) 14 +2  
Dexterity 14 (5) 14 +2 (+1 at lvl 4, 8)  
Constitution 14 (5) 14 +2  
Intelligence 8 (-2) 8 -1  
Wisdom 12 (2) 12 +1  
Charisma 14 (5) +2 = 16 +3 (+1 at lvl 12)

Favored Class: sorcerer (+1 hit point each opportunity)

Plan (in order): Barbarian 1, Sorcerer 6, Eldritch Knight 5

Skills: Barbarian: Acrobatics, Handle Animal, Intimidate, Survival, Sorcerer and Eldritch Knight: Acrobatics, Intimidate

Hit points: 17 for the barbarian level 1, 7 for the first two sorcerer levels, 8 for sorcerer levels beyond the first two. 9 per eldritch knight level

Nationality: Qadiran, Alignment: True Neutral, Languages: Common, Qadiran

Traits: Focused Mind (Magic) +2 Trait bonus on Concentration checks, Eastern Mysteries (Qadira) 1x/day +2 to the DC of one spell

	lvl 1	lvl 2	lvl 3	lvl 4	lvl 5	lvl 6
BAB	+1	+1	+2	+2	+3	+3
Fort	+2	+2	+2	+3	+3	+3
Ref	0	0	0	+1	+1	+1
Will	0	+2	+3	+3	+4	+4
HP	17	24	31	39	47	55
	lvl 7	lvl 8	lvl 9	lvl 10	lvl 11	lvl 12
BAB	+4	+5	+6/1	+7/2	+8/3	+9/4
Fort	+4	+5	+5	+6	+6	+7
Ref	+2	+2	+3	+3	+3	+4
Will	+5	+5	+6	+6	+6	+7
HP	63	72	81	90	99	108

Feats / abilities with level:

1 Barbarian 1:

Level 1 Feat: Toughness  
Human Bonus Feat: Nimble Moves  
Fast Movement  
Rage (6 rounds per day)

2 Sorcerer 1:

Bloodline (Abyssal)  
Bloodline Power (Claws, 6 rounds per day)  
Eschew Materials  
Bloodline Arcana (Summoned Creatures get 1 DR/Good)  
Effective Caster Level 1 (4)  
Cantrip Known: Detect Magic  
Cantrip Known: Light  
Cantrip Known: Message  
Cantrip Known: Read Magic  
1st Circle Known: Mage Armor  
1st Circle Known: Ray of Enfeeblement

3 Sorcerer 2:

Level 3 Feat: Power Attack  
Effective Caster Level 2 (5)  
Cantrip Known: Mage Hand

4 Sorcerer 3:

Effective Caster Level 3 (6)  
Bonus Spell: (1st) Cause Fear  
Bloodline Power (Resist 5 electricity, +2 save vs poison)  
1st Circle Known: Shield

5 Sorcerer 4:

Level 5 Feat: Arcane Strike  
Bloodline Arcana (Summoned Creatures get 2 DR/Good)  
Effective Caster Level 4 (7, 4)

1st Circle Trade:  
Cantrip Known: Prestidigitation  
2nd Circle Known: Scorching Ray  
6 Sorcerer 5:  
Effective Caster Level 5 (7,5)  
Bloodline Power (Claws now considered magic weapons)  
(Arcane Strike +2 damage)  
Bonus Spell: (2nd) Bull's Strength  
1st Circle Known: Enlarge Person  
2nd Circle Known: Mirror Image  
7 Sorcerer 6:  
Level 7 Feat: Acrobatic Steps  
Bloodline Arcana (Summoned Creatures get 3 DR/Good)  
Effective Caster Level 6 (7,6,4)  
(Power Attack -2 to hit, +4/+6 damage)  
2nd Circle Trade:  
Cantrip Known: Detect Poison  
3rd Circle Known: Fireball  
8 Eldritch Knight 1:  
Eldritch Knight Fighter Feat: Combat Reflexes  
Diverse Training  
9 Eldritch Knight 2:  
Level 9 Feat: Furious Focus  
Effective Caster Level 7 (7,7,5)  
1st Circle Known: Comprehend Languages  
2nd Circle Known: Cat's Grace  
3rd Circle Known: Fly  
10 Eldritch Knight 3:  
Effective Caster Level 8 (7,7,6,3)  
3rd Circle Trade:  
Cantrip Known: Ghost Sound  
4th Circle Known: Greater Invisibility  
11 Eldritch Knight 4:  
Level 11 Feat: Extra Rage  
Effective Caster Level 9 (7,7,7,4)  
(Power Attack -3 to hit, +6/+9 damage)  
2nd Circle Known: Defensive Shock  
3rd Circle Known: Haste  
4th Circle Known: Summon Monster IV  
12 Eldritch Knight 5:  
Eldritch Knight Fighter Feat: Cleave  
Effective Caster Level 10 (7,7,7,5,3)  
(Arcane Strike +3 damage)  
4th Circle Trade: Summon Monster IV -> Black Tentacles  
Cantrip Known: Mending  
5th Circle Known: Beast Shape III