

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

Strength 14 (5) 14 +2 (+2 inherent bonus at lvl 20)
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, 16, 20)

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

Plan (in order): Barbarian 1, Sorcerer 6, Eldritch Knight 10, Sorcerer 3

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
	lvl 13	lvl 14	lvl 15	lvl 16	lvl 17	Lvl 18
BAB	+10/5	+11/6/1	+12/7/2	+13/8/3	+14/9/4	+14/9/4
Fort	+7	+8	+8	+9	+9	+9
Ref	+4	+4	+5	+5	+5	+5
Will	+7	+7	+8	+8	+8	+8
HP	117	126	135	144	153	161
	lvl 19	lvl 20				
BAB	+15/10/5	+15/10/5				
Fort	+9	+10				
Ref	+5	+6				
Will	+9	+9				
HP	169	177				

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 -> Monstrous Physique II
Cantrip Known: Mending
5th Circle Known: Summon Monster V

13 Eldritch Knight 6:

Level 13 Feat: Blind Fight
Effective Caster Level 11 (7,7,7,6,4)
2nd Circle Known: Locate Object
3rd Circle Known: Tongues
4th Circle Known: Black Tentacles
5th^h Circle Known: Smug Narcisism

14 Eldritch Knight 7:
Effective Caster Level 12 (7,7,7,6,5,3)
5th Circle Trade: Monstrous Physique II -> False Life, Greater
6th^h Circle Known: Monstrous Physique IV

15 Eldritch Knight 8:
Level 15 Feat: Improved Blind Fight
(Power Attack -4 to hit, +8/+12 damage)
Effective Caster Level 13 (7,7,7,6,6,4)
4th Circle Known: Wall of Fire
5th Circle Known: Cloudkill
6th^h Circle Known: Heroism, Greater

16 Eldritch Knight 9:
Eldritch Knight Fighter Feat: Greater Blind Fight
Effective Caster Level 14 (7,7,7,7,6,5,3)
6th Circle Trade: Summon Monster V -> Polymorph
7th^h Circle Known: Summon Monster VII

17 Eldritch Knight 10:
Level 17 Feat: Spell focus (conjunction)
Effective Caster Level 15 (7,7,7,7,6,6,4)
5th Circle Known: Fabricate
6th Circle Known: Bull's Strength, Mass
7th^h Circle Known: Elemental Body IV
(Arcane Strike +4 damage)
Spell Critical

18 Sorcerer 7:
Bloodline feat: Augment Summoning
Bloodline power (Claws do 1d6)
Effective Caster Level 16 (7,7,7,7,6,6,5,3)
7th Circle Trade: Summon Monster VII -> Delayed Blast Fireball
8th^h Circle Known: Summon Monster VIII
Bonus Spell: (3rd) Rage

19 Sorcerer 8:
Level 17 Feat: Great Cleave
Bloodline Arcana (Summoned Creatures get 4 DR/Good)
Effective Caster Level 17 (7,7,7,7,6,6,6,4)
7th Circle Known: Invisibility, Mass
8th^h Circle Known: Iron Body

20 Sorcerer 9:
Bloodline power (Electricity resistance increases to 10, poison save bonus to +4)
Bloodline power (+2 inherent bonus to Strength)
Effective Caster Level 18 (7,7,7,7,6,6,6,5,3)
8th Circle Trade: Monstrous Physique IV -> Fluid Form
Bonus Spell: (4th) Stoneskin
9th^h Circle Known: Shapechange