

Olga Female Human Ftr3Sor11

NAME

Ftr3 Sor11

CLASS

116000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	17	+3	17	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+6

+

+3

+

+0

+

+0

+

TEMP MODIFIER

+7

=

+4

+

+1

+

+0

+

+2

+

TEMP MODIFIER

+9

=

+8

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+12/+7

=

+8/+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

MELEE
attack bonus

+9/+4

=

+8/+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

+12/+7

=

+8/+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

UNARMED

TOTAL ATTACK BONUS

+12/+7

DAMAGE

1d3+4

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Alertness	See Text
Extend Spell	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Power Attack	See Text
Spell Penetration	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

4'8"

HEIGHT

100 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

HP
hit points

97

WOUNDS/CURRENT HP

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+8/+3

DEITY

4'8"

HEIGHT

100 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30'

SKILLS					MAX RANKS	17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Disable Device	INT	4	= 1	+ 3.0	+	
✓ Disguise	CHA	12	= 5	+ 7.0	+	
✓ Jump	STR	10	= 4	+ 6.0	+	
Knowledge (Arcana)	INT	14	= 1	+ 13.0	+	
Knowledge (Local)	INT	7	= 1	+ 6.0	+	
✓ Listen	WIS	6	= 1	+ 3.0	+ 2	
✓ Move Silently	DEX	6	= 1	+ 5.5	+	
✓ Search	INT	4	= 1	+ 3.0	+	
Sleight of Hand	DEX	3	= 1	+ 2.5	+	
					=	+
✓ : can be used untrained. x : exclusive skills						

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	3	2	0	0	0	0
PER DAY	6	8	7	7	7	5	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	11 minute [D] <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	Medium (210 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 11 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	11 rounds [D] <i>Target:</i> Illusory sounds	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	110 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	110 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	11 minute <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	11 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	11 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 11 rounds <i>Target:</i> 11 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	Close (50 Feet)	V	Yes (object)	Transmutation
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (210 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	11 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	11 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Medium (210 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	17	None	1 standard action	Permanent <i>Target:</i> The door, chest, or portal touched, up to 330 sq. ft. in size	Touch	V, S, M	No	Abjuration
□□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	17	None	1 standard action	Permanent <i>Target:</i> Object touched Magical, heatless flame	Touch	V, S, M	No	Evocation [Light]
□□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	17	Will negates (blinding only)	1 standard action	11 rounds <i>Target:</i> Creatures and objects within 10-ft.-radius spread	Medium (210 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 11 rounds.	17	Will negates	1 standard action	11 rounds <i>Target:</i> One creature; see text	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	17	None	1 standard action	11 minutes <i>Target:</i> Circle, centered on you, with a radius of 840 ft.	Long (840 Feet)	V, S, F/DF	No	Divination

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	18	Reflex half	1 standard action	Instantaneous <i>Target:</i> 20-ft.-radius spread	Long (840 Feet)	V, S, M	Yes	Evocation [Fire]
□□□□□ Haste <i>Effect:</i> 11 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	11 rounds <i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart	Close (50 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 11d6 damage.	18	Reflex half	1 standard action	Instantaneous <i>Target:</i> 120-ft. line	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	18	None	10 minutes	Permanent <i>Target:</i> Page touched, up to 3 sq. ft. in size	Touch	V, S, M	No	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round.	19	None	10 minutes	11 minutes [D] <i>Target:</i> Magical sensor	Unlimited	V, S, M	No	Divination (Scrying)
□□□□□ Illusory Wall <i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.	19	Will disbelief (if interacted with)	1 standard action	Permanent <i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.	Close (50 Feet)	V, S	No	Illusion (Figment)
□□□□□ Phantasmal Killer <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous <i>Target:</i> One living creature	Medium (210 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Shadow Evocation <i>Effect:</i> Mimics evocation below 5th level, but only 20% real.	20	Will disbelief (if interacted with)	1 standard action	See text <i>Target:</i> See text	See text	V, S	Yes	Illusion (Shadow)
□□□□□ Symbol of Pain <i>Effect:</i> Triggered rune wracks nearby creatures with pain.	20	Fortitude negates	10 minutes	See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]

* =Domain/Specialty Spell