

Roondar Male Gnome
Sor5Rog8

NAME: Sor5 Rog8
CLASS: Sor5 Rog8
TCL: 13
EXPERIENCE: 76000
NEXT LEVEL: 91000

NPC

PLAYERNAME: Gnome
RACE: Gnome
SIZE: Small
AGE: 0
GENDER: Male

DEITY:
HEIGHT: 3'2"
WEIGHT: 42 lbs
EYES:
HAIR:

ALIGNMENT: Chaotic Good
VISION: Low-Light, Normal
POINTS: 0

Table with 5 columns: Ability Name, Ability Score, Ability Modifier, Temp Score, Temp Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP: 64
AC: 15
Initiative: +8
Base Attack: +8/+3
Skills: Appraise, Bluff, Climb, Concentration, Disable Device, Forgery, Hide, Knowledge (Arcana), Knowledge (Architecture and Engineering), Knowledge (Dungeoneering), Knowledge (Religion), Knowledge (The Planes), Move Silently, Open Lock, Search, Sense Motive, Tumble.

SAVING THROWS: FORTITUDE (+5), REFLEX (+11), WILLPOWER (+9). Includes modifiers for constitution, dexterity, and wisdom.

MELEE: +9/+4
RANGED: +13/+8
GRAPPLE: +9/+4
Includes attack bonuses and modifiers.

UNARMED: TOTAL ATTACK BONUS +9/+4, DAMAGE 1d2, CRITICAL 20/x2.

ARMOR: TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

EQUIPMENT table with columns: ITEM, LOCATION, QTY, WT, COST. Includes Outfit (Explorer's).

WEIGHT ALLOWANCE table with columns: Light, Medium, Heavy, Lift over head, Lift off ground, Push / Drag.

FEATS table with columns: Feat Name, See Text. Includes Diligent, Improved Initiative, Iron Will, Rapid Reload.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists various skills and their modifiers.

SPECIAL ABILITIES table with columns: Ability Name, Description. Includes racial bonuses and special abilities like Evasion and Sneak Attack.

PROFICIENCIES table with columns: Proficiency Name, Description. Lists weapon and armor proficiencies.

LANGUAGES table with columns: Language Name, Common, Dwarven, Elven, Gnome, Goblin.

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target:</i> You	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target:</i> Up to four lights, all within a 10- ft.-radius area	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target:</i> Illusory sounds	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									

Sorcerer Spells

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

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous <i>Target:</i> One missile of acid	Close (35 Feet)	V, S	No	Conjuration (Creation) [Acid]
☐☐☐☐☐	Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 5 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.	14	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (35 Feet)	V, S	Yes	Necromancy
☐☐☐☐☐	Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous <i>Target:</i> Burst of light	Close (35 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	5 rounds [D] <i>Target:</i> Illusory sounds	Close (35 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	5 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	5 hours <i>Target:</i> One humanoid creature	Close (35 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous <i>Target:</i> One scroll or two pages	Close (35 Feet)	V, S	No	Transmutation
☐☐☐☐☐	Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	5 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
☐☐☐☐☐	Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	5 minutes <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	20 ft.	V, S	No	Conjuration (Creation)

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	16	Will negates; see text	1 standard action	Concentration, up to 5 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
☐☐☐☐☐	Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	17	Will negates	1 standard action	Concentration + 2 rounds <i>Target:</i> Colorful lights in a 10-ft.-radius spread	Medium (150 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
* =Domain/Speciality Spell									