

Steinkel Male Human Sor2Ftr8

NAME

Sor2 Ftr8

CLASS

58000

EXPERIENCE

10

TCL

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	12	+1	12	+1
CON Constitution	13	+1	13	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	14	+2	14	+2
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+7

=

+6

+

+1

+

+0

+

+0

+

conditional modifiers

+3

=

+2

+

+1

+

+0

+

+0

+

+7

=

+5

+

+2

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+14/+9

=

BASE ATTACK BONUS

+9/+4

+

STAT MODIFIER

+5

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED
attack bonus

+10/+5

=

BASE ATTACK BONUS

+9/+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE
attack bonus

+14/+9

=

BASE ATTACK BONUS

+9/+4

+

STAT MODIFIER

+5

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+14/+9

DAMAGE

1d3+5

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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Far Shot	See Text
Point Blank Shot	See Text
Power Attack	See Text
Skill Focus (Knowledge (Arcana))	See Text
Toughness (1x)	See Text
Weapon Focus (Battleaxe)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'8"

HEIGHT

200 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

42

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS		MAX RANKS		13/6.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	15	= 5	+ 10.0 +
Craft (Bowmaking)	INT	4	= 2	+ 2.0 +
✓ Diplomacy	CHA	6	= 4	+ 2.0 +
Handle Animal	CHA	14	= 4	+ 10.5 +
Knowledge (Arcana)	INT	7	= 2	+ 5.0 +
Knowledge (Local)	INT	7	= 2	+ 5.0 +
Knowledge (Nature)	INT	4	= 2	+ 2.0 +
✓ Listen	WIS	7	= 2	+ 3.0 + 2
Open Lock	DEX	3	= 1	+ 2.0 +
Perform (Oratory)	CHA	6	= 4	+ 2.5 +
✓ Sense Motive	WIS	6	= 2	+ 4.0 +
_____ = _____ + _____ + _____				
✓ : 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, Giant, Halfling

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Acid Splash	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Orb deals 1d3 acid damage.				<i>Target:</i> One missile of acid				
☐☐☐☐ Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect:</i> Inscribes a personal rune [visible or invisible].				<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
☐☐☐☐ Detect Magic	14	None	1 standard action	Concentration, up to 2 minutes	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐ Detect Poison	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐ Disrupt Undead	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d6 damage to one undead.				<i>Target:</i> Ray				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Erase	15	See text	1 standard action	Instantaneous	Close (30 Feet)	V, S	No	Transmutation
<i>Effect:</i> Mundane or magical writing vanishes.				<i>Target:</i> One scroll or two pages				
☐☐☐☐ Ventriloquism	15	Will disbelief (if interacted with)	1 standard action	2 minutes [D]	Close (30 Feet)	V, F	No	Illusion (Figment)
<i>Effect:</i> Throws voice for 2 minutes.				<i>Target:</i> Intelligible sound, usually speech				

* =Domain/Speciality Spell