

Gormar Female Half-orc Sor6

NAME

Sor6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

DEITY

Half-orc

Medium

5'9"

175 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

0

AGE

GENDER

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	16	+3	16	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	17	+3	17	+3

HP
hit points

30

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

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED
Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+4

=

+2

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

BASE SAVE

+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

ABILITY MODIFIER

+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

MAGIC MODIFIER

+0

+

+0

+

+0

+

+0

+

TEMP MODIFIER

MISC MODIFIER

+0

+

+0

+

+0

+

+0

+

TEMP MODIFIER

MELEE
attack bonus

TOTAL

+5

=

+3

+

+2

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+4

=

+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+5

=

+3

+

+2

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+5

DAMAGE

1d3+2

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Extend Spell

See Text

Leadership

See Text

Spell Penetration

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Painting)

INT

11

=

3

+

8.0

+

Craft (Pottery)

INT

7

=

3

+

4.0

+

Knowledge (Dungeoneering)

INT

7

=

3

+

4.0

+

Knowledge (Nature)

INT

6

=

3

+

3.0

+

Knowledge (Nobility and Royalty)

INT

5

=

3

+

2.0

+

Perform (Wind Instruments)

CHA

7

=

3

+

4.0

+

Spellcraft

INT

10

=

3

+

7.0

+

✓ : can be used untrained. ✕ : exclusive skills

SPECIAL ABILITIES

Orc Blood

Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Giant, Infernal, Orc, Undercommon

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Daze	13	Will negates	1 standard action	6 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
☐☐☐☐☐ Detect Magic	13	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Light	13	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
☐☐☐☐☐ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
☐☐☐☐☐ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
<i>Effect:</i> Opens or closes small or light things.				<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Touch of Fatigue	13	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animate Rope	14	None	1 standard action	6 rounds	Medium (160 Feet)	V, S	No	Transmutation
<i>Effect:</i> Makes a rope move at your command.				<i>Target:</i> One ropelike object, length up to 80 ft.; see text				
☐☐☐☐☐ Expeditious Retreat	14	None	1 standard action	6 minutes [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> Your speed increases by 30 ft.				<i>Target:</i> You				
☐☐☐☐☐ Magic Missile	14	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 3 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
☐☐☐☐☐ Shocking Grasp	14	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> Touch delivers 5d6 electricity damage.				<i>Target:</i> Creature or object touched				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Ghoul Touch	15	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.				<i>Target:</i> Living humanoid touched				
☐☐☐☐☐ Invisibility	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 6 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 600 lbs				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Magic Circle against Law	16	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 60 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				

* =Domain/Specialty Spell