

Olya Female Human Sor13

NAME

Sor13

CLASS

156000

EXPERIENCE

13

91000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'10"

HEIGHT

170 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

0

POINTS

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

HP

hit points

45

AC

armor class

14

INITIATIVE

modifier

+4

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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

43.0

Medium

86.0

Heavy

130.0

Lift over head

130.0

Lift off ground

260.0

Push / Drag

650.0

FEATS

Craft Magic Arms and Armor

See Text

Craft Rod

See Text

Leadership

See Text

Spell Penetration

See Text

Toughness (1x)

See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Concentration	CON	16	=	1	+ 15.0 +
Craft (Carpentry)	INT	17	=	2	+ 15.0 +
Craft (Leatherworking)	INT	11	=	2	+ 9.0 +
Craft (Weaponsmithing)	INT	4	=	2	+ 2.0 +
Knowledge (Arcana)	INT	8	=	2	+ 6.0 +
Knowledge (History)	INT	4	=	2	+ 2.5 +
Knowledge (Nature)	INT	7	=	2	+ 5.0 +
Spellcraft	INT	19	=	2	+ 15.0 + 2
Use Magic Device	CHA	10	=	5	+ 5.0 +

✓ : can be used untrained. ✕ : exclusive skills

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Abyssal, Aquan, Common

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	3	2	0	0	0
PER DAY	6	8	7	7	7	7	4	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.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	13 hour	10 ft.	V, S	No	Universal
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	130 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation [Force]
□□□□ Mount <i>Effect:</i> Summons riding horse for 26 hours.	16	None	1 round	26 hours [D]	Close (55 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 13 minutes.	16	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	17	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 13 minutes.	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	17	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	17	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Fire]
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	130 minutes [D]	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Explosive Runes <i>Effect:</i> Deals 6d6 damage when read.	18	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□ Slow <i>Effect:</i> 13 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□ Summon Monster III <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)

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	13 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
□□□□ Enlarge Person, Mass <i>Effect:</i> Enlarges several creatures.	19	Fortitude negates	1 round	13 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	19	Will negates	1 standard action	Concentration + 13 rounds [D]	Medium (230 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Wall of Ice <i>Effect:</i> Ice plane creates wall with 28 hp or hemisphere can trap creatures inside.	19	Reflex negates; see text	1 standard action	13 minutes	Medium (230 Feet)	V, S, M	Yes	Evocation [Cold]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Passwall <i>Effect:</i> Creates passage through wood or stone wall.	20	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Transmutation
□□□□ Sending <i>Effect:</i> Delivers short message anywhere, instantly.	20	None	10 minutes	13 round; see text	See text	V, S, M/DF	No	Evocation
□□□□ Telepathic Bond <i>Effect:</i> Link lets allies communicate.	20	None	1 standard action	130 minutes [D]	Close (55 Feet)	V, S, M	No	Divination

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Disintegrate <i>Effect:</i> Makes one creature or object vanish.	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M/DF	Yes	Transmutation

* =Domain/Specialty Spell

Sorcerer Spells									
□□□□□	Globe of Invulnerability	21	None	1 standard action	13 rounds [D]	10 ft.	V, S, M	No	Abjuration
Effect: As lesser globe of invulnerability, plus 4th-level spell effects.				Target: 10-ft.-radius spherical emanation, centered on you					
* =Domain/Speciality Spell									