

Namfoodle Male Gnome Sor12

NAME

Sor12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	13	+1	13	+1
CON Constitution	17	+3	17	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+7

=

+4

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

+7/+2

=

+6/+1

+

+0

+

+1

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+7/+2

DAMAGE

1d2

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Combat Reflexes	See Text
Craft Staff	See Text
Craft Wondrous Item	See Text
Eschew Materials	See Text
Persuasive	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'8"

HEIGHT

48 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP  
hit points

67

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

12

TOTAL

11

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+6/+1

SKILLS					MAX RANKS
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	17	=	4	+ 13.0 +
✓ Escape Artist	DEX	3	=	1	+ 2.5 +
✓ Gather Information	CHA	10	=	5	+ 5.0 +
Knowledge (Arcana)	INT	19	=	4	+ 15.0 +
Knowledge (Dungeoneering)	INT	6	=	4	+ 2.5 +
Knowledge (Nature)	INT	7	=	4	+ 3.0 +
Knowledge (Nobility and Royalty)	INT	8	=	4	+ 4.0 +
Knowledge (Religion)	INT	5	=	4	+ 1.0 +
Knowledge (The Planes)	INT	10	=	4	+ 6.5 +
Spellcraft	INT	21	=	4	+ 15.0 + 2
Use Magic Device	CHA	8	=	5	+ 3.0 +
					= + +

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Speak with Animals (burrowing mammal only, duration 1 minute).

Summon Familiar

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

LANGUAGES	
Common, Dwarven, Elven, Gnome, Goblin, Orc	

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	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
* =Domain/Specialty Spell									

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	3	2	1	0	0	0
PER DAY	6	8	7	7	7	5	3	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	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
☐☐☐☐☐☐	Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	12 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐☐	Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	<i>Target:</i> One humanoid creature of 4 HD or less Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
☐☐☐☐☐☐	Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
☐☐☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Ray 12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐☐☐	Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Illusory sounds 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐☐	Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (55 Feet)	V, S	No	Transmutation
☐☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. 120 minutes	Personal	V, S, F	No	Divination
<i>Target:</i> You									

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	12 minutes [D]	Personal	V, S	No	Transmutation
☐☐☐☐☐☐	Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	<i>Target:</i> You 12 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐☐	Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One object or a 10-ft. square 12 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
☐☐☐☐☐☐	Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐☐☐	Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	16	None	1 standard action	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 12 minutes	Close (55 Feet)	V, S	Yes	Necromancy
<i>Target:</i> Ray									

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	<i>Target:</i> One arrow of acid 5 rounds	Long (880 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
☐☐☐☐☐☐☐	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐☐☐	Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	17	Will negates	1 standard action	<i>Target:</i> Creature touched 12 round	Medium (220 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐☐☐	Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	<i>Target:</i> One living creature of 6 HD or less 120 minutes [D]	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐☐☐	Whispering Wind <i>Effect:</i> Sends a short message 12 miles.	17	None	1 standard action	<i>Target:</i> Webs in a 20-ft.-radius spread No more than 12 hours or until discharged [destination is reached] 12 minutes	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
<i>Target:</i> 10-ft.-radius spread									

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐☐☐☐	Halt Undead <i>Effect:</i> Immobilizes undead for 12 rounds.	18	Will negates (see text)	1 standard action	12 rounds	Medium (220 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐☐☐☐☐	Phantom Steed <i>Effect:</i> Magic horse appears for 12 hours.	18	None	10 minutes	<i>Target:</i> Up to 36 undead creatures, no two of which can be more than 30 ft. apart 12 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
☐☐☐☐☐☐☐☐	Slow <i>Effect:</i> 12 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	<i>Target:</i> One quasi-real, horselike creature 12 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐☐☐☐	Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	18	None	1 standard action	<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart 24 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
<i>Target:</i> 20-ft.-radius sphere centered on your location									

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐☐☐☐☐	Contagion <i>Effect:</i> Infects subject with chosen disease.	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
☐☐☐☐☐☐☐☐☐	Polymorph <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	<i>Target:</i> Living creature touched 12 minutes [D]	Touch	V, S, M	No	Transmutation
☐☐☐☐☐☐☐☐☐	Solid Fog <i>Effect:</i> Blocks vision and slows movement.	19	None	1 standard action	<i>Target:</i> Willing living creature touched 12 minutes	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)
<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high									

LEVEL 5									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐☐☐☐☐☐	Stone Shape <i>Effect:</i> Sculpts stone into any shape.	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Target:</i> Stone or stone object touched, up to 22 cu. ft.									
* =Domain/Specialty Spell									

Sorcerer Spells									
□□□□	Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch V	No and Yes (object)	Conjuration (Teleportation)	
Effect: Instantly transports you as far as 1200 miles.				Target: You and touched objects or other touched willing creatures					
LEVEL 6									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	Globe of Invulnerability	21	None	1 standard action	12 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									