

Oga Female Dwarf Sor9

NAME

Sor9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

4'1"

HEIGHT

160 lbs

WEIGHT

,

HAIR

EYES

Neutral Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	14	+2	14	+2
INT Intelligence	19	+4	19	+4
WIS Wisdom	15	+2	15	+2
CHA Charisma	17	+3	17	+3

WOUNDS/CURRENT HP

HP

hit points

41

AC

armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+5

=

+3

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+5

=

+3

+

+2

+

+0

+

+0

+

TEMP MODIFIER

+10

=

+6

+

+2

+

+0

+

+2

+

TEMP MODIFIER

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+5

DAMAGE

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Combat Reflexes	See Text
Iron Will	See Text
Point Blank Shot	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓	Bluff	CHA	10	=	3	+ 7.0 +
✓	Climb	STR	3	=	1	+ 2.5 +
✓	Concentration	CON	13	=	2	+ 11.0 +
	Craft (Pottery)	INT	16	=	4	+ 12.0 +
✓	Gather Information	CHA	5	=	3	+ 2.0 +
	Knowledge (Arcana)	INT	16	=	4	+ 12.0 +
	Knowledge (Geography)	INT	7	=	4	+ 3.0 +
	Knowledge (History)	INT	7	=	4	+ 3.0 +
	Knowledge (The Planes)	INT	5	=	4	+ 1.5 +
✓	Ride	DEX	6	=	2	+ 4.5 +
✓	Survival	WIS	3	=	2	+ 1.0 +
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Stability	
Stonecunning	
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	
Common, Dwarven, Giant, Gnome, Orc, Terran	

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	13	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Chill Touch <i>Effect:</i> 9 touches deal 1d6 damage and possibly 1 Str damage.	14	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	14	See text	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 4 rounds.	15	None	1 standard action	4 rounds	Long (760 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	15	None	1 standard action	Instantaneous; see text	Medium (190 Feet)	V	No	Transmutation
□□□□□ Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 9 minutes.	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Haste <i>Effect:</i> 9 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	16	Fortitude negates (harmless)	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	16	None	1 standard action	18 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fear <i>Effect:</i> Subjects within cone flee for 9 rounds.	17	Will partial	1 standard action	9 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	17	Will negates (harmless)	1 standard action	9 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	

\* =Domain/Speciality Spell