

Hrefna Female Human Sor14

NAME

Sor14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	14	+2	14	+2
INT Intelligence	20	+5	20	+5
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+6

=

+4

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+4

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+9

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+9/+4

=

+7/+2

+

+2

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Arcana))	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'10"

HEIGHT

170 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP
hit points

57

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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 MODIFIER

0

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

		SKILLS			MAX RANKS		17/8.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Balance	DEX	8	=	2	+ 6.0 +	
✓	Bluff	CHA	20	=	4	+ 16.0 +	
✓	Concentration	CON	19	=	2	+ 17.0 +	
	Knowledge (Arcana)	INT	17	=	5	+ 12.0 +	
	Knowledge (Dungeoneering)	INT	9	=	5	+ 4.5 +	
	Knowledge (History)	INT	9	=	5	+ 4.0 +	
	Knowledge (Local)	INT	8	=	5	+ 3.0 +	
	Knowledge (Nature)	INT	7	=	5	+ 2.5 +	
	Knowledge (Religion)	INT	7	=	5	+ 2.5 +	
✓	Move Silently	DEX	10	=	2	+ 8.0 +	
	Spellcraft	INT	24	=	5	+ 17.0 + 2	
✓	Spot	WIS	8	=	1	+ 7.0 +	
				=	+	+	

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

Auran, Common, Dwarven, Sylvan, Undercommon

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights	14	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.								
□□□□□ Daze	14	Will negates	1 standard action	14 round	Close (60 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	14	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□ Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
□□□□□ Mage Hand	14	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (60 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				
□□□□□ Prestidigitation	14	See text	1 standard action	14 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
□□□□□ Read Magic	14	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Chill Touch	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> 14 touches deal 1d6 damage and possibly 1 Str damage.				<i>Target:</i> Up to 14 Creatures touched				
□□□□□ Floating Disk	15	None	1 standard action	14 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1400 lbs				<i>Target:</i> 3-ft.-diameter disk of force				
□□□□□ Hold Portal	15	None	1 standard action	14 minutes [D]	Medium (240 Feet)	V	No	Abjuration
<i>Effect:</i> Holds door shut.				<i>Target:</i> One portal, up to 280 sq. ft				
□□□□□ Hypnotism	15	Will negates	1 round	2d4 rounds [D]	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Fascinates 2d4 HD of creatures.				<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart				
□□□□□ Magic Missile	15	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 5 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				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daze Monster	16	Will negates	1 standard action	14 round	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Living creature of 6 HD or less loses next action.				<i>Target:</i> One living creature of 6 HD or less				
□□□□□ Ghoul Touch	16	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	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect:</i> Subject is invisible for 14 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1400 lbs				
□□□□□ See Invisibility	16	None	1 standard action	140 minutes [D]	Personal	V, S, M	No	Divination
<i>Effect:</i> Reveals invisible creatures or objects.				<i>Target:</i> You				
□□□□□ Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fireball	17	Reflex half	1 standard action	Instantaneous	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.				<i>Target:</i> 20-ft.-radius spread				
□□□□□ Haste	17	Fortitude negates (harmless)	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 14 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Secret Page	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Changes one page to hide its real content.				<i>Target:</i> Page touched, up to 3 sq. ft. in size				
□□□□□ Water Breathing	17	Will negates (harmless)	1 standard action	28 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Confusion	18	Will negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects behave oddly for 14 rounds.				<i>Target:</i> All creatures in a 15-ft. radius burst				
□□□□□ Dimension Door	18	None and Will negates (object)	1 standard action	Instantaneous	Long (960 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Teleports you short distance.				<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□□ Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
□□□□□ Shadow Conjuration	18	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
<i>Effect:</i> Mimics conjuration below 4th level, but only 20% real.				<i>Target:</i> See text				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.				<i>Target:</i> One creature				
□□□□□ Shadow Evocation	19	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> Mimics evocation below 5th level, but only 20% real.				<i>Target:</i> See text				
□□□□□ Teleport	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1400 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				

* =Domain/Speciality Spell

Sorcerer Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Heroism, Greater	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				<i>Target:</i> Creature touched				
□□□□ Symbol of Persuasion	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Spell Turning	21	None	1 standard action	Until expended or 140 minutes	Personal	V, S, M/DF	No	Abjuration
<i>Effect:</i> Reflect 1d4+6 spell levels back at caster.				<i>Target:</i> You				

* =Domain/Speciality Spell