

Muhammed Male Human Sor13

NAME

Sor13

CLASS

156000

EXPERIENCE

13

91000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	= +4	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+11	= +8	+ +3	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	= +6/+1	+ +3	+ +0	+ +0	
RANGED attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+9/+4	= +6/+1	+ +3	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
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WEIGHT ALLOWANCE					
Light	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Brew Potion	See Text
Combat Casting	See Text
Endurance	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Magical Aptitude	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'8"

HEIGHT

180 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP	hit points	49	WOUNDS/CURRENT HP
AC	armor class	11	: 10 : 11 = 10
TOTAL		FLAT	TOUCH

INITIATIVE	modifier	+1	= +1 + +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	+6/+1	

DEITY

5'8"

HEIGHT

180 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	1	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Bluff	CHA	21	= 5	+ 16.0 +
✓ Climb	STR	8	= 3	+ 5.0 +
✓ Disguise	CHA	11	= 5	+ 4.0 + 2
✓ Escape Artist	DEX	9	= 1	+ 8.0 +
Knowledge (Arcana)	INT	20	= 4	+ 16.0 +
Knowledge (Dungeoneering)	INT	5	= 4	+ 1.5 +
Knowledge (History)	INT	8	= 4	+ 4.0 +
Knowledge (Nobility and Royalty)	INT	9	= 4	+ 5.5 +
Knowledge (The Planes)	INT	10	= 4	+ 6.0 +
Open Lock	DEX	8	= 1	+ 7.5 +
Use Magic Device	CHA	12	= 5	+ 5.5 + 2
= + +				
✓ : can be used untrained. ✗ : exclusive skills				

SPECIAL ABILITIES
+4 to Concentration to use spll or spelllike ability
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
Aquan, Common, Ignan, Terran, Undercommon

# 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
□□□□ 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]
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	13 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	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
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ 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
□□□□ Alarm <i>Effect:</i> Wards an area for 26 hours.	16	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1300 lbs	16	None	1 standard action	13 hours	Close (55 Feet)	V, S, M	No	Evocation [Force]
□□□□ 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]
□□□□ 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
□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 13 minutes.	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	17	Will negates; see text	1 standard action	13 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□ Invisibility <i>Effect:</i> Subject is invisible for 13 minutes or until it attacks.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (230 Feet)	V	No	Transmutation
□□□□ 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]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Gaseous Form <i>Effect:</i> Subject becomes insubstantial and can fly slowly.	18	None	1 standard action	26 minutes [D]	Touch	S, M/DF	No	Transmutation
□□□□ Haste <i>Effect:</i> 13 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□ Suggestion <i>Effect:</i> Compels subject to follow stated course of action.	18	Will negates	1 standard action	13 hours or until completed	Close (55 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.	18	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Locate Creature <i>Effect:</i> Indicates direction to familiar creature.	19	None	1 standard action	130 minutes	Long (920 Feet)	V, S, M	No	Divination
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	13 minutes [D]	Touch	V, S, M	No	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]
□□□□ Remove Curse <i>Effect:</i> Frees object or person from curse.	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (55 Feet)	V, S	Yes	Transmutation
□□□□ Contact Other Plane <i>Effect:</i> Lets you ask question of extraplanar entity.	20	None	10 minutes	Concentration	Personal	V	No	Divination
□□□□ False Vision <i>Effect:</i> Fools scrying with an illusion.	20	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Illusion (Glamer)

\* =Domain/Specialty Spell

## Sorcerer Spells

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Eagle's Splendor, Mass <i>Effect:</i> As eagle's splendor, affects 13 subjects.	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF Yes		Transmutation
☐☐☐☐ Repulsion <i>Effect:</i> Creatures can't approach you.	21	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF Yes		Abjuration

\* =Domain/Speciality Spell