

Vash Female Half-Elf Sor7

NAME

Sor7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	16	+3	16	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+6

=

+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+4

=

+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+4

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

Armor Proficiency (Light)

See Text

Craft Magic Arms and Armor

See Text

Improved Unarmed Strike

See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'1"

HEIGHT

128 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

HP
hit points

49

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+3

Neutral Good

ALIGNMENT

Low-Light, Normal

VISION

0

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

MAX RANKS

10/5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Bluff

CHA

12

=

4

+

8.0

+

Knowledge (Arcana)

INT

11

=

3

+

8.0

+

Knowledge (Architecture and Engineering)

INT

7

=

3

+

4.0

+

Knowledge (Geography)

INT

6

=

3

+

3.5

+

Knowledge (Nobility and Royalty)

INT

7

=

3

+

4.5

+

Knowledge (Religion)

INT

5

=

3

+

2.0

+

Spellcraft

INT

13

=

3

+

8.0

+

2

Use Magic Device

CHA

6

=

4

+

2.0

+

=

+

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical effects.

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, Celestial, Common, Dwarven, Elven

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	2	0	0	0	0	0	0
PER DAY	6	7	7	5	0	0	0	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.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will negates (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	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.	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	7 rounds	Medium (170 Feet)	V, S	No	Transmutation
□□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	15	None	1 standard action	70 minutes [D]	Personal	V, S	No	Illusion (Glamer)
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 7 rounds	Close (40 Feet)	V	Yes (object)	Transmutation
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 700 lbs	15	None	1 standard action	7 hours	Close (40 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	7 minutes <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	20 ft.	V, S	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	16	Fortitude negates	1 standard action	Permanent [D]	Medium (170 Feet)	V	Yes	Necromancy
□□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	16	None	1 standard action	7 hours [D] <i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long	Touch	V, S, M	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□□ Ray of Exhaustion <i>Effect:</i> Ray makes subject exhausted.	17	Fortitude partial; see text	1 standard action	7 minutes <i>Target:</i> Ray	Close (40 Feet)	V, S, M	Yes	Necromancy

* =Domain/Specialty Spell