

Charmaine Female Halfling Sor17

NAME

Sor17

CLASS

17

TCL

272000

EXPERIENCE

153000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'11"

HEIGHT

30 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	20	+5	20	+5
CON Constitution	17	+3	17	+3
INT Intelligence	16	+3	16	+3
WIS Wisdom	15	+2	15	+2
CHA Charisma	22	+6	22	+6

HP hit points	93	WOUNDS/CURRENT HP		SUBDUAL DAMAGE					DAMAGE REDUCTION		
AC armor class	16	11	16	10	0	0	5	1	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+5	=	+5	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+8/+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+5	+3	+0	+1		
REFLEX (dexterity)	+11	+5	+5	+0	+1		
WILLPOWER (wisdom)	+13	+10	+2	+0	+1		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+9/+4	+8/+3	+0	+1	+0	
RANGED attack bonus	+14/+9	+8/+3	+5	+1	+0	
GRAPPLE attack bonus	+9/+4	+8/+3	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d2	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

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	
Alertness	See Text
Brew Potion	See Text
Craft Wand	See Text
Empower Spell	See Text
Forge Ring	See Text
Scribe Scroll	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	20/10
Bluff	CHA	26	=	6	+ 20.0	+
Concentration	CON	22	=	3	+ 19.0	+
Knowledge (Arcana)	INT	22	=	3	+ 19.0	+
Knowledge (Architecture and Engineering)	INT	8	=	3	+ 5.0	+
Knowledge (Dungeoneering)	INT	10	=	3	+ 7.0	+
Knowledge (Nature)	INT	5	=	3	+ 2.0	+
Knowledge (The Planes)	INT	6	=	3	+ 3.0	+
Search	INT	8	=	3	+ 5.5	+
Spellcraft	INT	18	=	3	+ 13.0	2
= + +						
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
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, Elven, Halfling, Orc

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	17 minute [D]	Medium (270 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	Concentration, up to 17 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	17 rounds [D] <i>Target:</i> Illusory sounds	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	170 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	170 minutes <i>Target:</i> 17 creatures	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	17 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (65 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	170 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.	17	None	1 standard action	17 rounds <i>Target:</i> One ropelike object, length up to 135 ft.; see text	Medium (270 Feet)	V, S	No	Transmutation
□□□□□ Chill Touch <i>Effect:</i> 17 touches deal 1d6 damage and possibly 1 Str damage.	17	Fortitude partial or Will negates; see text	1 standard action	Instantaneous <i>Target:</i> Up to 17 Creatures touched	Touch	V, S	Yes	Necromancy
□□□□□ Hold Portal <i>Effect:</i> Holds door shut.	17	None	1 standard action	17 minutes [D] <i>Target:</i> One portal, up to 340 sq. ft	Medium (270 Feet)	V	No	Abjuration
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	17 minutes <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	17 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	18	Will negates (harmless)	1 standard action	17 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	18	Fortitude negates	1 standard action	17 round <i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range	60 ft.	V, S	Yes	Evocation [Air]
□□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	18	Will negates	1 standard action	Concentration + 2 rounds <i>Target:</i> Colorful lights in a 10-ft.-radius spread	Medium (270 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	18	None	1 standard action	17 minutes [D] <i>Target:</i> You	Personal; see text	V, S	No	Illusion (Figment)
□□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	18	None	1 round	Concentration + 2 rounds <i>Target:</i> One swarm of bats, rats, or spiders	Close (65 Feet)	V, S, M/DF	No	Conjuration (Summoning)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blink <i>Effect:</i> You randomly vanish and reappear for 17 rounds.	19	None	1 standard action	17 rounds [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	19	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> Creature touched	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Magic Circle against Evil <i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.	19	Will negates (harmless)	1 standard action	170 minutes <i>Target:</i> 10-ft.-radius emanation from touched creature	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	19	None	1 standard action	34 hours [D] <i>Target:</i> 20-ft.-radius sphere centered on your location	20 ft.	V, S, M	No	Evocation [Force]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping.	20	None	1 standard action	24 hours <i>Target:</i> 40-ft.-radius emanation centered on you	40 ft.	V, S, M	No	Divination
□□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+17 damage.	20	Reflex half; see text	10 minutes	Permanent until discharged [D] <i>Target:</i> Object touched	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□□ Phantasmal Killer <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.	20	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous <i>Target:</i> One living creature	Medium (270 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
□□□□□ Shout <i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.	20	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous <i>Target:</i> Cone-shaped burst	30 ft.	V	Yes (object)	Evocation [Sonic]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fabricate <i>Effect:</i> Transforms raw materials into finished items.	21	None	See text	Instantaneous <i>Target:</i> Up to 170 cu. ft; see text	Close (65 Feet)	V, S, M	No	Transmutation
□□□□□ Magic Jar <i>Effect:</i> Enables possession of another creature.	21	Will negates; see text	1 standard action	17 hours or until you return to your body <i>Target:</i> One creature	Medium (270 Feet)	V, S, F	Yes	Necromancy
□□□□□ Seeming <i>Effect:</i> Changes appearance of one person per two levels.	21	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D] <i>Target:</i> 8 creatures, no two of which can be more than 30 ft. apart	Close (65 Feet)	V, S	Yes or No; see text	Illusion (Glamour)
□□□□□ Sending <i>Effect:</i> Delivers short message anywhere, instantly.	21	None	10 minutes	17 round; see text <i>Target:</i> One creature	See text	V, S, M/DF	No	Evocation

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Circle of Death	22	Fortitude negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Kills 17d4 HD of creatures.				<i>Target:</i> Several living creatures within a 40-ft.-radius burst				
☐☐☐☐☐ Transformation	22	None	1 standard action	17 rounds	Personal	V, S, M	No	Transmutation
<i>Effect:</i> You gain combat bonuses.				<i>Target:</i> You				
☐☐☐☐☐ Wall of Iron	22	See text	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> 30 hp/four levels; can topple onto foes.				<i>Target:</i> Iron wall whose area is up to 17 5-ft. squares; see text				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Hold Person, Mass	23	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold person, but all within 30 ft.				<i>Target:</i> One or more humanoid creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Insanity	23	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject suffers continuous confusion.				<i>Target:</i> One living creature				
☐☐☐☐☐ Invisibility, Mass	23	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect:</i> As invisibility, but affects all in range.				<i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Incendiary Cloud	24	Reflex half; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Cloud deals 4d6 fire damage/round.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐ Shout, Greater	24	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	60 ft.	V, S, F	Yes (object)	Evocation
<i>Effect:</i> Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.				<i>Target:</i> Cone-shaped burst				

* =Domain/Speciality Spell