

Jebeddo Male Gnome Sor15

NAME

Sor15

CLASS

210000

EXPERIENCE

15

TCL

120000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+7

=

+5

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+6

=

+5

+

+1

+

+0

+

+0

+

+13

=

+9

+

+4

+

+0

+

+0

+

MELEE  
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+9/+4

DAMAGE

1d2+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	37.0	Medium	74.0	Heavy	112.0
Lift over head	112.0	Lift off ground	224.0	Push / Drag	560.0

FEATS	
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Craft Wondrous Item	See Text
Greater Spell Penetration	See Text
Spell Focus (Necromancy)	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'4"

HEIGHT

44 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

hit points

66

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

12

TOTAL

11

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

Lawful Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Weaponsmithing)		INT	18	=	1	+ 17.0 +
Hide		DEX	12	=	1	+ 7.0 + 4
Knowledge (Nobility and Royalty)		INT	1	=	1	+ 0.5 +
Knowledge (Religion)		INT	7	=	1	+ 6.5 +
Move Silently		DEX	7	=	1	+ 6.0 +
Survival		WIS	9	=	4	+ 5.0 +
				=		+ +

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Speak with Animals (burrowing mammal only, duration 1 minute).

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, Elven, Gnome

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target:</i> You	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target:</i> Up to four lights, all within a 10- ft.-radius area	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target:</i> Illusory sounds	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
* =Domain/Specialty Spell									

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	3	2	0	0
PER DAY	6	8	7	7	7	7	6	4	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].	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	15 minute [D] <i>Target:</i> Up to four lights, all within a 10- ft.-radius area	Medium (250 Feet)	V, S	No	Evocation [Light]
☐☐☐☐☐	Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	15 round <i>Target:</i> One humanoid creature of 4 HD or less	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 15 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
☐☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	15 rounds [D] <i>Target:</i> Illusory sounds	Close (60 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐☐	Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	150 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐☐	Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (60 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	150 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Enlarge Person <i>Effect:</i> Creatures size increases to next category	16	Fortitude negates	1 round	15 minutes [D] <i>Target:</i> One humanoid creature	Close (60 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐	Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	15 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
☐☐☐☐☐	Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	15 hours [D] <i>Target:</i> Creature touched	Touch	V, S, F	No	Conjuration (Creation) [Force]
☐☐☐☐☐	True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text <i>Target:</i> You	Personal	V, F	No	Divination
☐☐☐☐☐	Ventriloquism <i>Effect:</i> Throws voice for 15 minutes.	17	Will disbelief (if interacted with)	1 standard action	15 minutes [D] <i>Target:</i> Intelligible sound, usually speech	Close (60 Feet)	V, F	No	Illusion (Figment)

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	18	Fortitude negates	1 standard action	1d6+2 rounds <i>Target:</i> Living humanoid touched	Touch	V, S, M	Yes	Necromancy
☐☐☐☐☐	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 (250 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
☐☐☐☐☐	Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	Medium (250 Feet)	V	No	Transmutation
☐☐☐☐☐	Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	150 minutes [D] <i>Target:</i> Webs in a 20-ft.-radius spread	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐	Whispering Wind <i>Effect:</i> Sends a short message 15 miles.	17	None	1 standard action	No more than 15 hours or until discharged [destination is reached] <i>Target:</i> 10-ft.-radius spread	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Fly <i>Effect:</i> Subject flies at speed of 60 ft.	18	Will negates (harmless)	1 standard action	15 minutes <i>Target:</i> Creature touched	Touch	V, S, F/DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Gentle Repose <i>Effect:</i> Preserves one corpse.	19	Will negates (object)	1 standard action	15 days <i>Target:</i> Corpse touched	Touch	V, S, M/DF	Yes (object)	Necromancy
☐☐☐☐☐	Lightning Bolt <i>Effect:</i> Electricity deals 15d6 damage.	18	Reflex half	1 standard action	Instantaneous <i>Target:</i> 120-ft. line	120 ft.	V, S, M	Yes	Evocation [Electricity]
☐☐☐☐☐	Slow <i>Effect:</i> 15 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	15 rounds <i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart	Close (60 Feet)	V, S, M	Yes	Transmutation

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Black Tentacles <i>Effect:</i> Tentacles grapple all within 15 ft. spread.	19	None	1 standard action	15 rounds [D] <i>Target:</i> 20-ft.-radius spread	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐	Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	15 days <i>Target:</i> One living creature	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Secure Shelter <i>Effect:</i> Creates sturdy cottage.	19	None	10 minutes	30 hours [D] <i>Target:</i> 20 ft. square structure	Close (60 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)
☐☐☐☐☐	Wall of Ice <i>Effect:</i> Ice plane creates wall with 30 hp or hemisphere can trap creatures inside.	19	Reflex negates; see text	1 standard action	15 minutes <i>Target:</i> Anchored plane of ice, up to 15 10-ft. squares, or hemisphere of ice with a radius of up to 18 ft	Medium (250 Feet)	V, S, M	Yes	Evocation [Cold]
* =Domain/Specialty Spell									

## Sorcerer Spells

### LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animal Growth <i>Effect:</i> One animal/two levels doubles in size.	20	Fortitude negates	1 standard action	15 minutes	Medium (250 Feet)	V, S	Yes	Transmutation
□□□□□ Cone of Cold <i>Effect:</i> 15d6 cold damage.	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□□ Overland Flight <i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.	20	Will negates (harmless)	1 standard action	15 hours	Personal	V, S	Yes (harmless)	Transmutation
□□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1500 miles.	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
				<i>Target:</i> You and touched objects or other touched willing creatures				

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Flesh to Stone <i>Effect:</i> Turns subject creature into statue.	21	Fortitude negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Transmutation
□□□□□ Globe of Invulnerability <i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.	21	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
□□□□□ Undeath to Death <i>Effect:</i> Destroys 15d4 HD of undead.	22	Will negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M/DF	Yes	Necromancy [Death]
				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				

### LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Phase Door <i>Effect:</i> Creates an invisible passage through wood or stone.	22	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
□□□□□ Waves of Exhaustion <i>Effect:</i> Several targets become exhausted.	23	No	1 standard action	Instantaneous	60 ft.	V, S	Yes	Necromancy
				<i>Target:</i> Cone-shaped burst				

\* =Domain/Speciality Spell