

Lambi Male Human Sor10

NAME

Sor10

CLASS

90000

EXPERIENCE

10

55000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	13	+1	13	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	18	+4	18	+4
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+4

=

+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+3

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+7

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

+8

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+3

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+6

1d3+1

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	
Blind-Fight	See Text
Heighten Spell	See Text
Martial Weapon Proficiency	See Text
Negotiator	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'4"

HEIGHT

150 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

hit points

40

WOUNDS/CURRENT HP

AC

armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+5

DEITY

5'4"

HEIGHT

150 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK

30'

SKILLS		MAX RANKS		13/6.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	18	=	5	+ 13.0 +
Craft (Shipmaking)	INT	6	=	3	+ 3.0 +
✓ Jump	STR	3	=	1	+ 2.0 +
Knowledge (Arcana)	INT	16	=	3	+ 13.0 +
Knowledge (Dungeoneering)	INT	7	=	3	+ 4.0 +
Knowledge (History)	INT	7	=	3	+ 4.0 +
Knowledge (Nature)	INT	9	=	3	+ 6.0 +
✓ Ride	DEX	4	=	3	+ 1.0 +
Spellcraft	INT	18	=	3	+ 13.0 + 2
✓ Survival	WIS	7	=	4	+ 3.0 +
		=	+	+	+
✓ : can be used untrained. x : exclusive skills					

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Goblin, Infernal, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	4	3	2	1	0	0	0	0
PER DAY	6	8	7	7	6	4	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.	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	10 minute [D]	Medium (200 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	10 round	Close (50 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 10 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	10 minutes	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF No		Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 10 minutes.	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 10 minutes.	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF Yes		Transmutation
□□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 10 minutes.	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF Yes		Transmutation
□□□□□ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/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 10 rounds.	18	None	1 standard action	10 rounds [D]	Personal	V, S	No	Transmutation
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	18	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	18	None	1 standard action	20 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round.	19	None	10 minutes	10 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
□□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	19	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Persistent Image <i>Effect:</i> As major image, but no concentration required.	20	Will disbelief (if interacted with)	1 standard action	10 minutes [D]	Long (800 Feet)	V, S, F	No	Illusion (Figment)

* =Domain/Specialty Spell