

Askr Male Human Sor7

NAME

Sor7

CLASS

42000

EXPERIENCE

7

28000

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	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	= +2	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+3	= +2	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	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

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
Persuasive	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'8"

HEIGHT

170 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP hit points	21	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	11	:	10	:	11	:	10	:	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	
								MISS CHANCE	

INITIATIVE modifier	+1	=	+1	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+3				

DEITY

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Bluff		CHA	16	=	4	+ 10.0 + 2
Craft (Woodworking)		INT	12	=	4	+ 8.0 +
Diplomacy		CHA	8	=	4	+ 2.0 + 2
Knowledge (Arcana)		INT	13	=	4	+ 9.0 +
Knowledge (Architecture and Engineering)		INT	5	=	4	+ 1.0 +
Knowledge (Local)		INT	8	=	4	+ 4.5 +
Knowledge (Nobility and Royalty)		INT	6	=	4	+ 2.5 +
Knowledge (Religion)		INT	4	=	4	+ 0.5 +
Knowledge (The Planes)		INT	6	=	4	+ 2.0 +
Move Silently		DEX	2	=	1	+ 1.0 +
Perform (Act)		CHA	8	=	4	+ 4.0 +
Sense Motive		WIS	4	=	1	+ 3.0 +
Spot		WIS	5	=	1	+ 4.5 +

SKILLS		MAX RANKS		10/5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Bluff		CHA	16	=	4	+ 10.0 + 2
Craft (Woodworking)		INT	12	=	4	+ 8.0 +
Diplomacy		CHA	8	=	4	+ 2.0 + 2
Knowledge (Arcana)		INT	13	=	4	+ 9.0 +
Knowledge (Architecture and Engineering)		INT	5	=	4	+ 1.0 +
Knowledge (Local)		INT	8	=	4	+ 4.5 +
Knowledge (Nobility and Royalty)		INT	6	=	4	+ 2.5 +
Knowledge (Religion)		INT	4	=	4	+ 0.5 +
Knowledge (The Planes)		INT	6	=	4	+ 2.0 +
Move Silently		DEX	2	=	1	+ 1.0 +
Perform (Act)		CHA	8	=	4	+ 4.0 +
Sense Motive		WIS	4	=	1	+ 3.0 +
Spot		WIS	5	=	1	+ 4.5 +

SPECIAL ABILITIES

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, Gnoll, Gnome, Goblin, Ignan

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
Disrupt Undead <i>Effect: Deals 1d6 damage to one undead.</i>	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
Ghost Sound <i>Effect: Figment sounds.</i>	14	Will disbelief (if interacted with)	1 standard action	<i>Target: Ray</i> 7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
Mage Hand <i>Effect: 5-pound telekinesis.</i>	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
Mending <i>Effect: Makes minor repairs on an object.</i>	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Read Magic <i>Effect: Read scrolls and spellbooks.</i>	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
Resistance <i>Effect: Subject gains +1 on saving throws.</i>	14	Will negates (harmless)	1 standard action	7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Touch of Fatigue <i>Effect: Touch attack fatigues target.</i>	14	Fortitude negates	1 standard action	<i>Target: Creature touched</i> 7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Jump <i>Effect: Subject gets bonus on Jump checks.</i>	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation
Mage Armor <i>Effect: Gives subject +4 armor bonus.</i>	15	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
Protection from Good <i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Reduce Person <i>Effect: Humanoid creature halves in size.</i>	15	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
Shield <i>Effect: Invisible disc gives +4 to AC, blocks magic missiles.</i>	15	None	1 standard action	7 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bear's Endurance <i>Effect: Subject gains +4 to Con for 7 minutes.</i>	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
Darkvision <i>Effect: See 60 ft. in total darkness.</i>	16	Will negates (harmless)	1 standard action	7 hours	Touch	V, S, M	Yes (harmless)	Transmutation
Minor Image <i>Effect: As silent image, plus some sound.</i>	16	Will disbelief (if interacted with)	1 standard action	<i>Target: Creature touched</i> Concentration +2 rounds	Long (680 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Gentle Repose <i>Effect: Preserves one corpse.</i>	17	Will negates (object)	1 standard action	7 days	Touch	V, S, M/DF	Yes (object)	Necromancy
Vampiric Touch <i>Effect: Touch deals 1d6/two levels damage; caster gains damage as hp.</i>	17	None	1 standard action	<i>Target: Corpse touched</i> Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy

* =Domain/Speciality Spell