

Eindrini Male Human Sor15

NAME	
Sor15	210000
CLASS	EXPERIENCE
15	120000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
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	21	+5	21	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +5	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+6	= +5	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	= +7/+2	+ +2	+ +0	+ +0	
RANGED attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+9/+4	= +7/+2	+ +2	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Combat Casting	See Text
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Eschew Materials	See Text
Improved Unarmed Strike	See Text
Spell Penetration	See Text
Widen Spell	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION									
hit points		62																			
AC		11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0	
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	MISS CHANCE

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+1		+1	+0	
BASE ATTACK	bonus	+7/+2		

DEITY	
6'6"	200 lbs
HEIGHT	WEIGHT
EYES	HAIR

True Neutral
ALIGNMENT
Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

		SKILLS			MAX RANKS		18/9
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Balance	DEX	5	= 1	+ 4.5	+	
	Craft (Carpentry)	INT	19	= 4	+ 15.0	+	
	Craft (Shipmaking)	INT	14	= 4	+ 10.0	+	
✓	Heal	WIS	9	= 1	+ 8.0	+	
	Knowledge (Arcana)	INT	22	= 4	+ 18.0	+	
	Knowledge (Architecture and Engineering)	INT	6	= 4	+ 2.5	+	
	Knowledge (Dungeoneering)	INT	6	= 4	+ 2.0	+	
	Knowledge (Local)	INT	6	= 4	+ 2.0	+	
	Knowledge (Nobility and Royalty)	INT	13	= 4	+ 9.0	+	
	Knowledge (The Planes)	INT	11	= 4	+ 7.0	+	
✓	Listen	WIS	5	= 1	+ 4.5	+	
	Spellcraft	INT	24	= 4	+ 18.0	+	2
							= + +
✓ : can be used untrained. ✕ : exclusive skills							

SPECIAL ABILITIES
+4 to Concentration to use spll or spelllike ability
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, Infernal, Orc, Sylvan

# 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	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect:</i> Inscribes a personal rune [visible or invisible].								
□□□□ Dancing Lights	15	None	1 standard action	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.								
□□□□ Detect Poison	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.								
□□□□ Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.								
□□□□ Mage Hand	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.								
□□□□ Message	15	None	1 standard action	150 minutes	Medium (250 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.								
□□□□ Prestidigitation	15	See text	1 standard action	15 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.								
□□□□ Ray of Frost	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
<i>Effect:</i> Ray deals 1d3 cold damage.								
□□□□ Read Magic	15	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
<i>Target:</i> You								

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Floating Disk	16	None	1 standard action	15 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1500 lbs								
□□□□ Jump	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
□□□□ Protection from Chaos	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□ Protection from Good	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□ Silent Image	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (1000 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> Creates minor illusion of your design.								
<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Eagle's Splendor	17	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF Yes		Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 15 minutes.								
□□□□ Knock	17	None	1 standard action	Instantaneous; see text	Medium (250 Feet)	V	No	Transmutation
<i>Effect:</i> Opens locked or magically sealed door.								
□□□□ Levitate	17	None	1 standard action	15 minutes [D]	Personal or close	V, S, F	No	Transmutation
<i>Effect:</i> Subject moves up and down at your direction.								
□□□□ Scorching Ray	17	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].								
□□□□ Spider Climb	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Grants ability to walk on walls and ceilings.								
<i>Target:</i> Creature touched								

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Hold Person	18	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF Yes		Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 15 rounds.								
□□□□ Shrink Item	18	Will negates (object)	1 standard action	15 days; see text	Touch	V, S	Yes (object)	Transmutation
<i>Effect:</i> Object shrinks to one-sixteenth size.								
□□□□ Summon Monster III	18	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF No		Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
□□□□ Wind Wall	18	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF Yes		Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster	19	Will negates	1 standard action	15 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.								
□□□□ Globe of Invulnerability (Lesser)	19	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.								
□□□□ Polymorph	19	None	1 standard action	15 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.								
□□□□ Resilient Sphere	19	Reflex negates	1 standard action	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Evocation [Force]
<i>Effect:</i> Force globe protects but traps one subject.								
<i>Target:</i> 15 ft. diameter sphere, centered around a creature								

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Magic Jar	20	Will negates; see text	1 standard action	15 hours or until you return to your body	Medium (250 Feet)	V, S, F	Yes	Necromancy
<i>Effect:</i> Enables possession of another creature.								
□□□□ Seeming	20	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (60 Feet)	V, S	Yes or No; see text	Illusion (Glamour)
<i>Effect:</i> Changes appearance of one person per two levels.								
□□□□ Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF No		Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.								
□□□□ Wall of Force	20	None	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Wall is immune to damage.								
<i>Target:</i> Wall whose area is up to 15 10-ft. squares								

\* =Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Analyze Dweomer	21	None or Will negates; see text	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
□□□□□ Stone to Flesh	21	Fortitude negates (object); see text	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Restores petrified creature.				<i>Target:</i> One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long				
□□□□□ Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□□ Insanity	22	Will negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject suffers continuous confusion.				<i>Target:</i> One living creature				

\* =Domain/Speciality Spell