

Dimble 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	10	+0	10	+0
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

BASE SAVE

+5

+

ABILITY MODIFIER

+4

+

MAGIC MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

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

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d2

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Combat Casting	See Text
Craft Rod	See Text
Iron Will	See Text
Negotiator	See Text
Silent Spell	See Text
Skill Focus (Concentration)	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'6"

HEIGHT

46 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

HP

hit points

96

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 Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS					MAX RANKS	18/9
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	8	=	4	+ 4.5 +
✓	Balance	DEX	8	=	1	+ 7.0 +
✓	Concentration	CON	22	=	4	+ 18.0 +
✓	Diplomacy	CHA	13	=	5	+ 4.5 + 4
	Knowledge (Arcana)	INT	21	=	4	+ 17.0 +
	Knowledge (Architecture and Engineering)	INT	10	=	4	+ 6.0 +
	Knowledge (Geography)	INT	9	=	4	+ 5.0 +
	Knowledge (Nobility and Royalty)	INT	12	=	4	+ 8.5 +
	Knowledge (The Planes)	INT	8	=	4	+ 4.5 +
	Perform (Sing)	CHA	5	=	5	+ 0.5 +
✓	Spot	WIS	6	=	1	+ 5.0 +
	Use Magic Device	CHA	7	=	5	+ 2.5 +
				=	+	+
✓ : can be used untrained. x : exclusive skills						

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.

+4 to Concentration to use spll or spelllike ability

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, Dwarven, Elven, Gnome, Goblin, Orc

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

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
☐☐☐☐☐	Acid Splash	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
	Effect: Orb deals 1d3 acid damage.				Target: One missile of acid				
☐☐☐☐☐	Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
	Effect: Inscribe a personal rune [visible or invisible].				Target: One personal rune or mark, all of which must fit within 1 sq. ft.				
☐☐☐☐☐	Daze	15	Will negates	1 standard action	15 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less				
☐☐☐☐☐	Detect Magic	15	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
☐☐☐☐☐	Detect Poison	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
	Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
☐☐☐☐☐	Ghost Sound	16	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.				Target: Illusory sounds				
☐☐☐☐☐	Ray of Frost	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
	Effect: Ray deals 1d3 cold damage.				Target: Ray				
☐☐☐☐☐	Read Magic	15	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
☐☐☐☐☐	Resistance	15	Will negates (harmless)	1 standard action	15 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Animate Rope	16	None	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Transmutation
	Effect: Makes a rope move at your command.				Target: One ropelike object, length up to 125 ft.; see text				
☐☐☐☐☐	Hold Portal	16	None	1 standard action	15 minutes [D]	Medium (250 Feet)	V	No	Abjuration
	Effect: Holds door shut.				Target: One portal, up to 300 sq. ft.				
☐☐☐☐☐	Protection from Good	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				Target: Creature touched				
☐☐☐☐☐	Ray of Enfeeblement	16	None	1 standard action	15 minutes	Close (60 Feet)	V, S	Yes	Necromancy
	Effect: Ray deals 1d6 +1 per two levels Str damage.				Target: Ray				
☐☐☐☐☐	Shield	16	None	1 standard action	15 minutes [D]	Personal	V, S	No	Abjuration [Force]
	Effect: Invisible disc gives +4 to AC, blocks magic missiles.				Target: You				

Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
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LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Alter Self	17	None	1 standard action	150 minutes [D]	Personal	V, S	No	Transmutation
	Effect: Assume form of a similar creature.				Target: You				
☐☐☐☐☐	Eagle's Splendor	17	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 15 minutes.				Target: Creature touched				
☐☐☐☐☐	Locate Object	17	None	1 standard action	15 minutes	Long (1000 Feet)	V, S, F/DF	No	Divination
	Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 1000 ft.				
☐☐☐☐☐	Scare	17	Will partial	1 standard action	15 rounds or 1 round; see text	Medium (250 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
	Effect: Panics creatures of less than 6 HD.				Target: 5 living creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blink	18	None	1 standard action	15 rounds [D]	Personal	V, S	No	Transmutation
	Effect: You randomly vanish and reappear for 15 rounds.				Target: You				
□□□□□	Dispel Magic	18	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	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]
	Effect: Paralyzes one humanoid for 15 rounds.				Target: One humanoid creature				
□□□□□	Rage	18	None	1 standard action	Concentration + 15 rounds [D]	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.				Target: 5 willing living creatures, no two of which may be more than 30 ft. apart				
LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Contagion	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
□□□□□	Reduce Person, Mass	19	Fortitude negates	1 round	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
	Effect: Reduces several creatures.				Target: 15 humanoid creatures, no two of which can be more than 30 ft. apart				
□□□□□	Shadow Conjunction	20	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
	Effect: Mimics conjunction below 4th level, but only 20% real.				Target: See text				
□□□□□	Shout	19	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
	Effect: Deafens all within cone and deals 5d6 sonic damage.				Target: Cone-shaped burst				
* =Domain/Specialty Spell									

## Sorcerer Spells

### LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.				<i>Target:</i> One creature				
☐☐☐☐☐ Hold Monster	20	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As hold person, but any creature.				<i>Target:</i> One living creature				
☐☐☐☐☐ Interposing Hand	20	None	1 standard action	15 rounds [D]	Medium (250 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Hand provides cover against one opponent.				<i>Target:</i> 10-ft. hand				
☐☐☐☐☐ Persistent Image	21	Will disbelief (if interacted with)	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, but no concentration required.				<i>Target:</i> Visual figment that cannot extend beyond 19 10-ft. cubes [S]				

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (1000 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 15d6 damage; 15 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 15 secondary targets [each of which must be within 30 ft. of the primary target]				
☐☐☐☐☐ Circle of Death	21	Fortitude negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Kills 15d4 HD of creatures.				<i>Target:</i> Several living creatures within a 40-ft.-radius burst				
☐☐☐☐☐ Heroism, Greater	21	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				<i>Target:</i> Creature touched				

### LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Invisibility, Mass	23	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<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				
☐☐☐☐☐ Prismatic Spray	22	See text	1 standard action	Instantaneous	60 ft.	V, S	Yes	Evocation
<i>Effect:</i> Rays hit subjects with variety of effects.				<i>Target:</i> Cone-shaped burst				

\* =Domain/Specialty Spell