

Yuri Male Human Sor7

NAME

Sor7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

141 lbs

WEIGHT

0

Male

GENDER

0

AGE

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	18	+4	18	+4
INT Intelligence	17	+3	17	+3
WIS Wisdom	15	+2	15	+2
CHA Charisma	19	+4	19	+4

HP hit points	45	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	11	10	11	10	0	0	1	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	+2	+4	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0		
WILLPOWER (wisdom)	+7	+5	+2	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Dodge	See Text
Maximize Spell	See Text
Skill Focus (Craft (Bowmaking))	See Text

SKILLS		MAX RANKS	10/5		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	4	= 3	+ 1.0	+
Craft (Bowmaking)	INT	16	= 3	+ 10.0	+ 3
Jump	STR	3	= 1	+ 2.0	+
Knowledge (Arcana)	INT	13	= 3	+ 10.0	+
Knowledge (Dungeoneering)	INT	5	= 3	+ 2.0	+
Knowledge (Religion)	INT	7	= 3	+ 4.0	+
Knowledge (The Planes)	INT	7	= 3	+ 4.0	+
Search	INT	8	= 3	+ 5.0	+
Spellcraft	INT	14	= 3	+ 9.0	+ 2

✓ : can be used untrained. ✗ : exclusive skills

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, Elven, 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
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	7 minutes [D]	Personal	V, S	No	Transmutation
□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (680 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (170 Feet)	V	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	17	None	1 standard action	14 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

* =Domain/Specialty Spell