

Nadezhda Female Human Sor9

NAME

Sor9

CLASS

72000

EXPERIENCE

9

45000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	15	+2	15	+2
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

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

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+5	= +4	+ +1	+ +0	+ +0
RANGED attack bonus	+6	= +4	+ +2	+ +0	+ +0
GRAPPLE attack bonus	+5	= +4	+ +1	+ +0	+ +0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	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	
Craft Magic Arms and Armor	See Text
Craft Wand	See Text
Extend Spell	See Text
Scribe Scroll	See Text
Skill Focus (Spellcraft)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'1"

HEIGHT

165 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

POINTS

HP hit points	40	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	12	: 10	: 12	= 10	+ 0	+ 0	+ 2	+ 0	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

INITIATIVE modifier	+2	= +2	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SKILLS		MAX RANKS		12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Concentration	CON	12	= 2	+ 10.0 +
Craft (Armorsmithing)	INT	15	= 4	+ 11.0 +
Knowledge (Arcana)	INT	14	= 4	+ 10.0 +
Knowledge (Architecture and Engineering)	INT	9	= 4	+ 5.0 +
Knowledge (Dungeoneering)	INT	4	= 4	+ 0.5 +
Knowledge (Geography)	INT	8	= 4	+ 4.0 +
Knowledge (Nobility and Royalty)	INT	9	= 4	+ 5.5 +
✓ Move Silently	DEX	6	= 2	+ 4.0 +
Spellcraft	INT	17	= 4	+ 11.0 + 2
Use Magic Device	CHA	7	= 4	+ 3.0 +
✓ Use Rope	DEX	4	= 2	+ 2.0 +
= + +				
✓ : can be used untrained. X : 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, Orc, Terran, Undercommon

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	5	4	3	2	0	0	0	0	0
PER DAY	6	7	7	7	5	0	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.	14	None	1 standard action	Instantaneous <i>Target:</i> One missile of acid	Close (45 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 9 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (45 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	9 rounds [D] <i>Target:</i> Illusory sounds	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	90 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	90 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	9 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	9 minutes [D] <i>Target:</i> One humanoid creature	Close (45 Feet)	V, S, M	Yes	Transmutation
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous <i>Target:</i> One scroll or two pages	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	9 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	9 days [D] <i>Target:</i> One touched object weighing up to 45 lbs	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Mount <i>Effect:</i> Summons riding horse for 18 hours.	15	None	1 round	18 hours [D] <i>Target:</i> One mount	Close (45 Feet)	V, S, M	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	90 minutes <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high	Medium (190 Feet)	V, S	No	Conjuration (Creation)
□□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	16	Will negates (object)	1 standard action	Permanent until discharged <i>Target:</i> One creature or object	Close (45 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	None	1 standard action	9 minutes [D] <i>Target:</i> You	Personal; see text	V, S	No	Illusion (Figment)
□□□□□ Phantom Trap <i>Effect:</i> Makes item seem trapped.	16	None	1 standard action	Permanent [D] <i>Target:</i> Object touched	Touch	V, S, M	No	Illusion (Glamour)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Magic Circle against Chaos <i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.	17	Will negates (harmless)	1 standard action	90 minutes <i>Target:</i> 10-ft.-radius emanation from touched creature	Touch	V, S, M/DF No; see text	No	Abjuration [Lawful]
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	17	None	1 standard action	9 rounds <i>Target:</i> Cylinder 40	Long (760 Feet)	V, S, M/DF No	No	Conjuration (Creation) [Cold]
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	17	None	1 standard action	18 hours [D] <i>Target:</i> 20-ft.-radius sphere centered on your location	20 ft.	V, S, M	No	Evocation [Force]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Enlarge Person, Mass <i>Effect:</i> Enlarges several creatures.	18	Fortitude negates	1 round	9 minutes [D] <i>Target:</i> 9 humanoid creatures, no two of which can be more than 30 ft. apart	Close (45 Feet)	V, S, M	Yes	Transmutation
□□□□□ Reduce Person, Mass <i>Effect:</i> Reduces several creatures.	18	Fortitude negates	1 round	9 minutes [D] <i>Target:</i> 9 humanoid creatures, no two of which can be more than 30 ft. apart	Close (45 Feet)	V, S, M	Yes	Transmutation

\* =Domain/Specialty Spell