

Gormar Female Half-orc Sor6

NPC

Chaotic Neutral

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor6	Half-orc	Medium	Darkvision (60'), Normal
CLASS	EXPERIENCE	5'9"	VISION
6	21000	HEIGHT	0
TCL	NEXT LEVEL	0	POINTS
	AGE	Female	
		GENDER	
		EYES	HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	16	+3	16	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	17	+3	17	+3

HP hit points	30	WOUNDS/CURRENT HP										SPEED			
AC armor class	11	10	11	10	0	0	1	0	0	0	0	0	0	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Craft (Painting)	INT	11	= 3	+ 8.0	+
Craft (Pottery)	INT	7	= 3	+ 4.0	+
Knowledge (Dungeoneering)	INT	7	= 3	+ 4.0	+
Knowledge (Nature)	INT	6	= 3	+ 3.0	+
Knowledge (Nobility and Royalty)	INT	5	= 3	+ 2.0	+
Perform (Wind Instruments)	CHA	7	= 3	+ 4.0	+
Spellcraft	INT	10	= 3	+ 7.0	+

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+2	+2	+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	+5	+3	+2	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	
GRAPPLE attack bonus	+5	+3	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	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	Medium	Heavy
Lift over head	58.0	116.0	175.0
Lift off ground	175.0	350.0	875.0
		Push / Drag	875.0

FEATS	
Extend Spell	See Text
Leadership	See Text
Spell Penetration	See Text

SPECIAL ABILITIES

Orc Blood
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, Giant, Infernal, Orc, Undercommon

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	4	2	1	0	0	0	0	0	0
PER DAY	6	7	6	4	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Daze	13	Will negates	1 standard action	6 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
☐☐☐☐☐ Detect Magic	13	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Light	13	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
☐☐☐☐☐ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
☐☐☐☐☐ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
<i>Effect:</i> Opens or closes small or light things.				<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Touch of Fatigue	13	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animate Rope	14	None	1 standard action	6 rounds	Medium (160 Feet)	V, S	No	Transmutation
<i>Effect:</i> Makes a rope move at your command.				<i>Target:</i> One ropelike object, length up to 80 ft.; see text				
☐☐☐☐☐ Expeditious Retreat	14	None	1 standard action	6 minutes [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> Your speed increases by 30 ft.				<i>Target:</i> You				
☐☐☐☐☐ Magic Missile	14	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 3 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
☐☐☐☐☐ Shocking Grasp	14	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
<i>Effect:</i> Touch delivers 5d6 electricity damage.				<i>Target:</i> Creature or object touched				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Ghoul Touch	15	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.				<i>Target:</i> Living humanoid touched				
☐☐☐☐☐ Invisibility	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 6 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 600 lbs				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Magic Circle against Law	16	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 60 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				

* =Domain/Specialty Spell