

Lisinia Female Half-Elf Sor13

NPC

Chaotic Evil

| | | | | | | | | |
|-------|------------|------------|----------|--------|--------|---------|-----------|-------------------|
| NAME | 156000 | PLAYERNAME | Half-Elf | Medium | 5'7" | 164 lbs | ALIGNMENT | Low-Light, Normal |
| CLASS | EXPERIENCE | RACE | SIZE | HEIGHT | WEIGHT | VISION | | |
| 13 | 91000 | 0 | Female | | | 0 | | |
| TCL | NEXT LEVEL | AGE | GENDER | EYES | HAIR | POINTS | | |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 12 | +1 | 12 | +1 |
| DEX Dexterity | 12 | +1 | 12 | +1 |
| CON Constitution | 12 | +1 | 12 | +1 |
| INT Intelligence | 18 | +4 | 18 | +4 |
| WIS Wisdom | 14 | +2 | 14 | +2 |
| CHA Charisma | 21 | +5 | 21 | +5 |

| | | | | | |
|--------------------------|-------|-------------------|-------|------|-------------|
| HP hit points | 48 | WOUNDS/CURRENT HP | | | |
| AC armor class | 11 | 10 | 11 | 10 | 0 |
| | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS |

| | | | | | | | | | |
|----------------|--------------|---------------|---------------|---------------|------------------|-------------|----------------------|---------------------|------------------|
| SUBDUAL DAMAGE | | | | | DAMAGE REDUCTION | | | | |
| ARMOR BONUS | SHIELD BONUS | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |
| 0 | 0 | 1 | 0 | 0 | 0 | | 0 | +0 | 0 |

| | | |
|----------|--|--|
| SPEED | | |
| Walk 30' | | |

| | | | |
|-------------------------------|-------|--------------|---------------|
| INITIATIVE modifier | +1 | +1 | +0 |
| | TOTAL | DEX MODIFIER | MISC MODIFIER |
| BASE ATTACK bonus | +6/+1 | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER | MAX RANKS | |
|----------------------------------|-------------|----------------|------------------|-------|---------------|-----------|--|
| | | | | | | 16/8 | |
| ✓ Balance | DEX | 2 | = | 1 | + 1.0 | + | |
| ✓ Escape Artist | DEX | 2 | = | 1 | + 1.0 | + | |
| Handle Animal | CHA | 11 | = | 5 | + 6.0 | + | |
| Knowledge (Arcana) | INT | 19 | = | 4 | + 15.0 | + | |
| Knowledge (Geography) | INT | 10 | = | 4 | + 6.0 | + | |
| Knowledge (Local) | INT | 10 | = | 4 | + 6.5 | + | |
| Knowledge (Nature) | INT | 6 | = | 4 | + 2.5 | + | |
| Knowledge (Nobility and Royalty) | INT | 7 | = | 4 | + 3.0 | + | |
| Knowledge (The Planes) | INT | 4 | = | 4 | + 0.5 | + | |
| Open Lock | DEX | 5 | = | 1 | + 4.0 | + | |
| Profession (Miner) | WIS | 10 | = | 2 | + 8.0 | + | |
| ✓ Ride | DEX | 8 | = | 1 | + 5.5 | + 2 | |
| ✓ Spot | WIS | 3 | = | 2 | + 0.5 | + 1 | |
| ✓ Use Rope | DEX | 5 | = | 1 | + 4.5 | + | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +5 | +4 | +1 | +0 | +0 | | |
| REFLEX (dexterity) | +5 | +4 | +1 | +0 | +0 | | |
| WILLPOWER (wisdom) | +10 | +8 | +2 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|-------|-------------------|---------------|---------------|---------------|---------------|
| MELEE attack bonus | +7/+2 | +6/+1 | +1 | +0 | +0 | |
| RANGED attack bonus | +7/+2 | +6/+1 | +1 | +0 | +0 | |
| GRAPPLE attack bonus | +7/+2 | +6/+1 | +1 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +7/+2 | 1d3+1 | 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 | |
| | 43.0 | 86.0 | 130.0 | |
| Lift over head | 130.0 | Lift off ground | 260.0 | Push / Drag |
| | | | | 650.0 |

| FEATS | |
|---------------------|----------|
| Craft Wand | See Text |
| Craft Wondrous Item | See Text |
| Forge Ring | See Text |
| Scribe Scroll | See Text |
| Toughness (1x) | See Text |

SPECIAL ABILITIES

- +2 racial bonus on saving throws against enchantment spells or effects.
- Elven Blood
- Immunity to sleep spells and similar magical effects.
- 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, Orc, Terran

Sorcerer Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| KNOWN | 9 | 5 | 5 | 4 | 4 | 3 | 2 | 0 | 0 | 0 |
| PER DAY | 6 | 8 | 7 | 7 | 7 | 7 | 4 | 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. | 15 | None | 1 standard action | Instantaneous | Close (55 Feet) | V, S | No | Conjuration (Creation) [Acid] |
| □□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. | 15 | None | 1 standard action | 13 minute [D] | Medium (230 Feet) | V, S | No | Evocation [Light] |
| □□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 15 | Fortitude negates | 1 standard action | Instantaneous | Close (55 Feet) | V | Yes | Evocation [Light] |
| □□□□ Ghost Sound <i>Effect:</i> Figment sounds. | 15 | Will disbelief (if interacted with) | 1 standard action | 13 rounds [D] | Close (55 Feet) | V, S, M | No | Illusion (Figment) |
| □□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. | 15 | None | 1 standard action | Concentration | Close (55 Feet) | V, S | No | Transmutation |
| □□□□ Mending <i>Effect:</i> Makes minor repairs on an object. | 15 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation |
| □□□□ Message <i>Effect:</i> Whispered conversation at distance. | 15 | None | 1 standard action | 130 minutes | Medium (230 Feet) | V, S, F | No | Transmutation [Language-Dependent] |
| □□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | 15 | None | 1 standard action | Instantaneous | Close (55 Feet) | V, S | Yes | Evocation [Cold] |
| □□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 15 | None | 1 standard action | 130 minutes | Personal | V, S, F | No | Divination |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|-------------------------|-------------------|-------------------------------------|-------------------|------------|------------------|---|
| □□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. | 16 | None | 1 standard action | Concentration, up to 13 minutes [D] | 60 ft. | V, S, M/DF | No | Divination |
| □□□□ Enlarge Person <i>Effect:</i> Creates size increases to next category | 16 | Fortitude negates | 1 round | 13 minutes [D] | Close (55 Feet) | V, S, M | Yes | Transmutation |
| □□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus. | 16 | Will negates (harmless) | 1 standard action | 13 hours [D] | Touch | V, S, F | No | Conjuration (Creation) [Force] |
| □□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | 16 | Will negates (harmless) | 1 standard action | 13 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Evil] |
| □□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber. | 16 | Will negates | 1 round | 13 minutes | Medium (230 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|--------------------------|-------------------|--|---------------------|---------|------------------|---|
| □□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action. | 17 | Will negates | 1 standard action | 13 round | Medium (230 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered. | 17 | Will negates (object) | 1 standard action | Permanent until discharged | Close (55 Feet) | V, S, M | Yes (object) | Illusion (Glamer) |
| □□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space. | 17 | None | 1 standard action | 13 hours [D] | Touch | V, S, M | No | Transmutation |
| □□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs. | 17 | Reflex negates; see text | 1 standard action | 130 minutes [D] | Medium (230 Feet) | V, S, M | No | Conjuration (Creation) |
| □□□□ Whispering Wind <i>Effect:</i> Sends a short message 13 miles. | 17 | None | 1 standard action | No more than 13 hours or until discharged [destination is reached] | (CASTERLEVEL) miles | V, S | No | Transmutation [Air] |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|--------------|-------------------|--------------------------------|-----------------|---------|------------------|-------------------|
| □□□□ Arcane Sight <i>Effect:</i> Magical auras become visible to you. | 18 | None | 1 standard action | 13 minutes [D] | Personal | V, S | No | Divination |
| □□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light. | 18 | None | 1 standard action | 130 minutes [D] | Touch | V, S | No | Evocation [Light] |
| □□□□ Slow <i>Effect:</i> 13 subjects takes only one action/round, -2 to AC, -2 on attack rolls. | 18 | Will negates | 1 standard action | 13 rounds | Close (55 Feet) | V, S, M | Yes | Transmutation |
| □□□□ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp. | 18 | None | 1 standard action | Instantaneous/1 hour; see text | Touch | V, S | Yes | Necromancy |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|----------------|-------------------|---------------------------------|-------------------|---------|------------------|--------------------------|
| □□□□ Enervation <i>Effect:</i> Subject gains 1d4 negative levels. | 19 | None | 1 standard action | Instantaneous | Close (55 Feet) | V, S | Yes | Necromancy |
| □□□□ Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less. | 19 | Will negates | 1 round | 13 days or until discharged [D] | Close (55 Feet) | V | Yes | Enchantment (Compulsion) |
| □□□□ Resilient Sphere <i>Effect:</i> Force globe protects but traps one subject. | 19 | Reflex negates | 1 standard action | 13 minutes [D] | Close (55 Feet) | V, S, M | Yes | Evocation [Force] |
| □□□□ Solid Fog <i>Effect:</i> Blocks vision and slows movement. | 19 | None | 1 standard action | 13 minutes | Medium (230 Feet) | V, S, M | No | Conjuration (Creation) |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|--------------|-------------------|---------------|-------------------|------------|------------------|-----------------------|
| □□□□ Cone of Cold <i>Effect:</i> 13d6 cold damage. | 20 | Reflex half | 1 standard action | Instantaneous | 60 ft. | V, S, M/DF | Yes | Evocation [Cold] |
| □□□□ Fabricate <i>Effect:</i> Transforms raw materials into finished items. | 20 | None | See text | Instantaneous | Close (55 Feet) | V, S, M | No | Transmutation |
| □□□□ Transmute Mud to Rock <i>Effect:</i> Transforms two 10-ft. cubes per level. | 20 | See text | 1 standard action | Permanent | Medium (230 Feet) | V, S, M/DF | No | Transmutation [Earth] |

LEVEL 6

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|--------------|------------|----------|-----------------|---------|------------------|--------------------------------------|
| □□□□ Symbol of Persuasion <i>Effect:</i> Triggered rune charms nearby creatures. | 21 | Will negates | 10 minutes | See text | 0 ft.; see text | V, S, M | Yes | Enchantment (Charm) [Mind-Affecting] |

* =Domain/Specialty Spell

Sorcerer Spells

□□□□ True Seeing

21

Will negates (harmless)

1 standard action

13 minutes

Touch

V, S, M

Yes (harmless)

Divination

Effect: Lets you see all things as they really are.

Target: Creature touched

* =Domain/Speciality Spell