

Xena Female Human Sor14

NAME	
Sor14	182000
CLASS	EXPERIENCE
14	105000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	19	+4	19	+4
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +4	+ +4	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +4	+ +3	+ +0	+ +0	+	
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	+
RANGED attack bonus	+10/+5	= +7/+2	+ +3	+ +0	+ +0	+
GRAPPLE attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	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	
Brew Potion	See Text
Dodge	See Text
Enlarge Spell	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Arcana))	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
89		
AC	armor class	
13		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+3		= +3	+ +0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+7/+2		

DEITY	
4'11"	97 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	3	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		17/8.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Concentration	CON	11	= 4	+ 7.0	+
Decipher Script	INT	3	= 2	+ 1.0	+
Knowledge (Arcana)	INT	16	= 2	+ 14.0	+
Knowledge (Dungeoneering)	INT	7	= 2	+ 5.5	+
Knowledge (Geography)	INT	2	= 2	+ 0.5	+
Knowledge (History)	INT	7	= 2	+ 5.0	+
Knowledge (Nature)	INT	5	= 2	+ 3.0	+
Knowledge (Nobility and Royalty)	INT	8	= 2	+ 6.0	+
Knowledge (The Planes)	INT	10	= 2	+ 8.0	+
Spellcraft	INT	16	= 2	+ 12.0	+ 2
✓ Spot	WIS	7	= 1	+ 6.0	+
✓ Swim	STR	2	= 1	+ 1.0	+
_____ = _____ + _____ + _____					
✓ : 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
Aquan, Celestial, Common

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (60 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
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	16	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Force]
□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	16	None	1 standard action	14 minutes	Close (60 Feet)	V, S	Yes	Necromancy

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fog Cloud <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	140 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged	Close (60 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	140 minutes [D]	Personal	V, S, M	No	Divination
□□□□ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	140 minutes [D]	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep.	18	Will negates	1 round	14 minutes	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	18	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration
□□□□ Magic Circle against Good <i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Suggestion <i>Effect:</i> Compels subject to follow stated course of action.	18	Will negates	1 standard action	14 hours or until completed	Close (60 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	14 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping.	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
□□□□ Globe of Invulnerability (Lesser) <i>Effect:</i> Stops 1st- through 3rd-level spell effects.	19	None	1 standard action	14 rounds [D]	10 ft.	V, S, M	No	Abjuration
□□□□ Secure Shelter <i>Effect:</i> Creates sturdy cottage.	19	None	10 minutes	28 hours [D]	Close (60 Feet)	V, S, M, F; No see text		Conjuration (Creation)

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
□□□□ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	20	Fortitude partial; see text	1 standard action	14 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
□□□□ Transmute Mud to Rock <i>Effect:</i> Transforms two 10-ft. cubes per level.	20	See text	1 standard action	Permanent	Medium (240 Feet)	V, S, M/DF	No	Transmutation [Earth]

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Circle of Death <i>Effect:</i> Kills 14d4 HD of creatures.	21	Fortitude negates	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M	Yes	Necromancy [Death]

\* =Domain/Specialty Spell

## Sorcerer Spells

□□□□□	Suggestion, Mass	21	Will negates	1 standard action	14 hours or until completed	Medium (240 Feet)	V, M	Yes	Enchantment (Compulsion)
<i>Effect:</i> As suggestion, plus 14 subjects.		<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart							

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 14d6 fire damage; you can postpone blast for 5 rounds.			Target: 20-ft.-radius spread					

\* =Domain/Speciality Spell