

Anlaf Male Human Sor9

NAME

Sor9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

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

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

conditional modifiers

+4

=

+3

+

+1

+

+0

+

+0

+

+9

=

+6

+

+3

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED
attack bonus

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE
attack bonus

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+5

DAMAGE

1d3+1

CRITICAL

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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Heighten Spell	See Text
Improved Initiative	See Text
Scribe Scroll	See Text
Still Spell	See Text

NPC

PLAYERNAME

Human

Medium

5'5"

162 lbs

DEITY

ALIGNMENT

Normal

VISION

0

POINTS

AGE

GENDER

EYES

HAIR

HP
hit points

33

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

AC
armor class

11

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+5

=

+1

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+4

SKILLS				MAX RANKS		12/6
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Balance	DEX	6	=	1	+ 5.5 +
✓	Bluff	CHA	15	=	4	+ 11.0 +
✓	Gather Information	CHA	7	=	4	+ 3.5 +
	Knowledge (Architecture and Engineering)	INT	9	=	4	+ 5.5 +
	Knowledge (Geography)	INT	6	=	4	+ 2.0 +
	Knowledge (History)	INT	8	=	4	+ 4.0 +
	Knowledge (Nature)	INT	8	=	4	+ 4.0 +
	Knowledge (Religion)	INT	5	=	4	+ 1.0 +
	Profession (Hunter)	WIS	15	=	3	+ 12.0 +
✓	Search	INT	7	=	4	+ 3.5 +
	Spellcraft	INT	16	=	4	+ 12.0 +
				=	+	+
_____ = _____ + _____ + _____						
✓ : 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, Dwarven, Gnomish, Halfling, Ignan

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
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Burst of light 9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Illusory sounds 90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	<i>Target:</i> One humanoid creature Until landing or 9 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	<i>Target:</i> 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart 2d4 rounds [D]	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart 9 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	15	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Evocation [Electricity]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 9 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 9 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	<i>Target:</i> You or a creature or object weighing no more than 900 lbs 90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Whispering Wind <i>Effect:</i> Sends a short message 9 miles.	16	None	1 standard action	<i>Target:</i> Webs in a 20-ft.-radius spread No more than 9 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.	17	None	1 standard action	9 minutes [D]	Personal	V, S	No	Divination
□□□□□ Phantom Steed <i>Effect:</i> Magic horse appears for 9 hours.	17	None	10 minutes	<i>Target:</i> You 9 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	17	None	10 minutes	<i>Target:</i> One quasi-real, horselike creature Permanent	Touch	V, S, M	No	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	18	None	1 standard action	9 minutes [D]	Touch	V, S, M	No	Transmutation
□□□□□ Summon Monster IV <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	<i>Target:</i> Willing living creature touched 9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)

* =Domain/Speciality Spell