

Gudris Female Human Sor9

NPC

Neutral Evil

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor9	Human	5'6"	Normal
CLASS	RACE	HEIGHT	VISION
72000	Medium	137 lbs	0
EXPERIENCE	SIZE	WEIGHT	POINTS
9	Female		
45000	GENDER	EYES	
TCL	AGE	HAIR	
NEXT LEVEL			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP hit points	30	WOUNDS/CURRENT HP			
AC armor class	14	10	14	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

SUBDUAL DAMAGE					DAMAGE REDUCTION				
0	0	4	0	0	0	0	0	0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						12/6
✓ Bluff	CHA	16	=	5	+ 11.0	+
✓ Concentration	CON	12	=	1	+ 11.0	+
✓ Hide	DEX	8	=	4	+ 4.0	+
Knowledge (Arcana)	INT	11	=	1	+ 10.0	+
Knowledge (The Planes)	INT	1	=	1	+ 0.5	+
Spellcraft	INT	7	=	1	+ 4.0	+ 2
✓ Use Rope	DEX	7	=	4	+ 3.0	+

✓ : 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	+3	+1	+0	+0		
REFLEX (dexterity)	+7	+3	+4	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7	+4	+3	+0	+0	
RANGED attack bonus	+8	+4	+4	+0	+0	
GRAPPLE attack bonus	+7	+4	+3	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7	1d3+3	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	Medium	Heavy		
76.0	153.0	230.0		
Lift over head	Lift off ground	Push / Drag	460.0	1150.0

FEATS	
Combat Casting	See Text
Craft Rod	See Text
Scribe Scroll	See Text
Spell Penetration	See Text

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability
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, Sylvan

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	8	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. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	15	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. <i>Target:</i> Burst of light	15	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	15	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Message <i>Effect:</i> Whispered conversation at distance. <i>Target:</i> 9 creatures	15	None	1 standard action	90 minutes	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <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	15	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. <i>Target:</i> See text	15	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. <i>Target:</i> Creature touched	15	Fortitude negates	1 standard action	9 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. <i>Target:</i> One living creature with 5 or fewer HD	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura. <i>Target:</i> One touched object weighing up to 45 lbs	16	None; see text	1 standard action	9 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles. <i>Target:</i> You	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ False Life <i>Effect:</i> Gain 1d10+9 temporary hp <i>Target:</i> You	17	None	1 standard action	9 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 9 rounds. <i>Target:</i> One creature; see text	17	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3]. <i>Target:</i> One or more rays	17	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Fire]
□□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders. <i>Target:</i> One swarm of bats, rats, or spiders	17	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects. <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst	18	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft. <i>Target:</i> Creature touched	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes. <i>Target:</i> 10-ft.-radius emanation from touched creature	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Phantasmal Killer <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage. <i>Target:</i> One living creature	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
□□□□□ Solid Fog <i>Effect:</i> Blocks vision and slows movement. <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high	19	None	1 standard action	9 minutes	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)

* =Domain/Specialty Spell