

Sharif Male Human Sor14

NAME

Sor14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

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

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

	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	+8/+3	=	+7/+2	+	+1	+	+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
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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	
Craft Rod	See Text
Craft Wand	See Text
Forge Ring	See Text
Improved Counterspell	See Text
Iron Will	See Text
Persuasive	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'1"

HEIGHT

180 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

95

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS		MAX RANKS		17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	6	= 1	+ 5.0 +
Knowledge (Dungeoneering)	INT	3	= 1	+ 2.0 +
Knowledge (Local)	INT	5	= 1	+ 4.5 +
Knowledge (Nobility and Royalty)	INT	8	= 1	+ 7.0 +
Knowledge (Religion)	INT	7	= 1	+ 6.0 +
Profession (Miner)	WIS	16	= 1	+ 15.0 +
Spellcraft	INT	18	= 1	+ 17.0 +
✓ Spot	WIS	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

Abyssal, 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
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ 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]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	14 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ 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
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	14 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	14 minutes	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 14 minutes.	16	Will disbelief (if interacted with)	1 standard action	14 minutes [D]	Close (60 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	17	None	1 standard action	5 rounds	Long (960 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	14 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (240 Feet)	V	No	Transmutation
□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	17	None	1 standard action	14 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□ Scare <i>Effect:</i> Panics creatures of less than 6 HD.	17	Will partial	1 standard action	14 rounds or 1 round; see text	Medium (240 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	18	Reflex half	1 standard action	Instantaneous	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
□□□□ Keen Edge <i>Effect:</i> Doubles normal weapon's threat range.	18	Will negates (harmless, object)	1 standard action	140 minutes	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 14d6 damage.	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□ 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
□□□□ Bestow Curse <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
□□□□ Contagion <i>Effect:</i> Infects subject with chosen disease.	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
□□□□ Hallucinatory Terrain <i>Effect:</i> Makes one type of terrain appear like another [field into forest, or the like].	19	Will disbelief (if interacted with)	10 minutes	28 hours [D]	Long (960 Feet)	V, S, M	No	Illusion (Glamour)
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	14 minutes [D]	Touch	V, S, M	No	Transmutation

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ 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)
□□□□ Cone of Cold <i>Effect:</i> 14d6 cold damage.	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□ Secret Chest <i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.	20	None	10 minutes	Sixty days or until discharged	See text	V, S, F	No	Conjuration (Summoning)

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fox's Cunning, Mass <i>Effect:</i> As fox's cunning, affects one subject/ level.	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation

* =Domain/Specialty Spell

Sorcerer Spells

□□□□□	Wall of Iron	21	See text	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> 30 hp/four levels; can topple onto foes.		<i>Target:</i> Iron wall whose area is up to 14 5-ft. squares; see text							

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Instant Summons	22	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)
<i>Effect:</i> Prepared object appears in your hand.				<i>Target:</i> One object weighing 10 lb. or less whose longest dimension is 6 ft. or less				

* =Domain/Speciality Spell