

Helgi Male Human Sor9

NAME

Sor9

CLASS

72000

EXPERIENCE

9

45000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'6"

HEIGHT

152 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP hit points	64	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED													
AC armor class	12	TOTAL	10	FLAT	12	TOUCH	10	BASE	0	ARMOR BONUS	0	SHIELD BONUS	2	STAT MODIFIER	0	SIZE MODIFIER	0	NATURAL ARMOR MODIFIER	0	MISC MODIFIER	MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESISTANCE

INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+4					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+3	+4	+0	+0		
REFLEX (dexterity)	+5	+3	+2	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+6	+4	+2	+0	+0	
RANGED attack bonus	+6	+4	+2	+0	+0	
GRAPPLE attack bonus	+6	+4	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Combat Casting	See Text
Extend Spell	See Text
Silent Spell	See Text
Skill Focus (Concentration)	See Text
Spell Penetration	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	10	=	4	+ 6.0	+
✓ Climb	STR	7	=	2	+ 5.5	+
✓ Concentration	CON	15	=	4	+ 11.0	+
Decipher Script	INT	5	=	4	+ 1.0	+
Knowledge (Arcana)	INT	14	=	4	+ 10.0	+
Knowledge (Architecture and Engineering)	INT	5	=	4	+ 1.5	+
Knowledge (Religion)	INT	8	=	4	+ 4.0	+
Knowledge (The Planes)	INT	7	=	4	+ 3.0	+
Perform (Dance)	CHA	7	=	4	+ 3.5	+
✓ Search	INT	7	=	4	+ 3.5	+
Spellcraft	INT	17	=	4	+ 11.0	+ 2
_____ = _____ + _____ + _____						
✓ : can be used untrained. x : exclusive skills						

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
Celestial, Common, Elven, Giant, Infernal

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
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ 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	Target: Up to four lights, all within a 10-ft.-radius area [D] Target: Cone-shaped emanation	60 ft.	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]
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	Target: Burst of light 90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Target: Object touched Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	Concentration, up to 9 minutes	60 ft.	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	Target: You 9 rounds	Touch	V, S, M	Yes	Necromancy
				Target: Creature touched				

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]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Target: One humanoid creature Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□ Mount <i>Effect:</i> Summons riding horse for 18 hours.	15	None	1 round	Target: Up to five creatures, no two of which can be more than 15 ft. apart 18 hours [D]	Close (45 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	Target: One mount 9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	Target: Creature touched 9 minutes [D]	Personal	V, S	No	Abjuration [Force]
				Target: You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	16	None	1 standard action	Target: Creature touched Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□ Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	16	None	1 standard action	Target: Object touched 9 minutes	Magical, heatless flame Long (760 Feet)	V, S, F/DF	No	Divination
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	Target: Circle, centered on you, with a radius of 760 ft. 90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
				Target: Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	17	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	Target: One spellcaster, creature, or object; or 20-ft.-radius burst 9 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 9d6 damage.	17	Reflex half	1 standard action	Target: 10-ft.-radius emanation around the creature or object touched Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
				Target: 120-ft. line				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+9 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	18	Will negates	1 standard action	Target: Object touched Concentration + 9 rounds [D]	Medium (190 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
				Target: Colorful lights with a 20-ft.-radius spread				

* =Domain/Speciality Spell