

Bimpnottin Female Gnome Sor17

NAME Sor17
 CLASS 17
 TCL 17
 EXPERIENCE 272000
 NEXT LEVEL 153000

NPC

PLAYERNAME Gnome
 RACE Small
 AGE 0
 DEITY
 SIZE Female
 GENDER

HEIGHT 3'5"
 WEIGHT 42 lbs
 EYES
 HAIR

ALIGNMENT Lawful Good
 VISION Low-Light, Normal
 POINTS 0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	15	+2	15	+2
CON Constitution	20	+5	20	+5
INT Intelligence	19	+4	19	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	20	+5	20	+5

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
123			

AC	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE
13	11	13	10	0	0	2	1	0	0	

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+6	+2	+4

BASE ATTACK	TOTAL
bonus	+8/+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	+5	+5	+0	+0		
REFLEX (dexterity)	+7	+5	+2	+0	+0		
WILLPOWER (wisdom)	+13	+10	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	+8/+3	+0	+1	+0	
RANGED attack bonus	+11/+6	+8/+3	+2	+1	+0	
GRAPPLE attack bonus	+9/+4	+8/+3	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d2	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	Medium	Heavy	
Lift over head	25.0	50.0	75.0	
		Lift off ground	150.0	Push / Drag
				375.0

FEATS	
Craft Magic Arms and Armor	See Text
Improved Initiative	See Text
Magical Aptitude	See Text
Skill Focus (Sense Motive)	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Bluff	CHA	25	= 5	+ 20.0	+
Concentration	CON	25	= 5	+ 20.0	+
Knowledge (Arcana)	INT	24	= 4	+ 20.0	+
Knowledge (Architecture and Engineering)	INT	9	= 4	+ 5.0	+
Knowledge (Local)	INT	11	= 4	+ 7.0	+
Knowledge (Religion)	INT	7	= 4	+ 3.5	+
Sense Motive	WIS	10	= 3	+ 7.5	+
Spellcraft	INT	26	= 4	+ 18.0	+ 4
Use Magic Device	CHA	10	= 5	+ 3.0	+ 2

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against kobalds and goblinoids.	
+2 racial bonus on saving throws against illusions.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Speak with Animals (burrowing mammal only, duration 1 minute).	
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, Elven, Gnome, Goblin, Orc	

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
<input type="checkbox"/> Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/> Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/> Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal

* =Domain/Speciality Spell

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	17 minute [D]	Medium (270 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	17 hour	10 ft.	V, S	No	Universal
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Evocation [Cold]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M	Yes	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mount <i>Effect:</i> Summons riding horse for 34 hours.	16	None	1 round	34 hours [D]	Close (65 Feet)	V, S, M	No	Conjuration (Summoning)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	17 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 17 rounds.	17	Reflex negates	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (270 Feet)	V	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Levitate <i>Effect:</i> Subject moves up and down at your direction.	17	None	1 standard action	17 minutes [D]	Personal or close	V, S, F	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	18	None	1 standard action	17 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (65 Feet)	V, S, M/DF	No	Conjuration (Summoning)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Clairaudience/Clairvoyance <i>Effect:</i> Hear or see at a distance for 17 minutes.	18	None	10 minutes	17 minutes [D]	Long (1080 Feet)	V, S, F/DF	No	Divination (Scrying)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Haste <i>Effect:</i> 17 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	17 rounds	Close (65 Feet)	V, S, M	Yes (harmless)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lightning Bolt <i>Effect:</i> Electricity deals 17d6 damage.	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rage <i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.	18	None	1 standard action	Concentration + 17 rounds [D]	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	17 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dimension Door <i>Effect:</i> Teleports you short distance.	19	None and Will negates (object)	1 standard action	Instantaneous	Long (1080 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	20	Will negates	1 standard action	Concentration + 17 rounds [D]	Medium (270 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Solid Fog <i>Effect:</i> Blocks vision and slows movement.	19	None	1 standard action	17 minutes	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)

* =Domain/Speciality Spell

Sorcerer Spells LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Cone of Cold <i>Effect:</i> 17d6 cold damage.	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
☐☐☐☐☐ Mind Fog <i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ 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)
☐☐☐☐☐ Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Analyze Dweomer <i>Effect:</i> Reveals magical aspects of subject.	21	None or Will negates; see text	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, F	No	Divination
☐☐☐☐☐ Cat's Grace, Mass <i>Effect:</i> As cat's grace, affects 17 subjects.	21	Will negates (harmless)	1 standard action	17 minutes	Close (65 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐ Undeath to Death <i>Effect:</i> Destroys 17d4 HD of undead.	21	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Insanity <i>Effect:</i> Subject suffers continuous confusion.	22	Will negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Limited Wish <i>Effect:</i> Alters reality-within spell limits.	22	None; see text	1 standard action	See text	See text	V, S, XP	Yes	Universal
☐☐☐☐☐ Teleport, Greater <i>Effect:</i> As teleport, but no range limit and no off-target arrival.	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Planar Binding, Greater <i>Effect:</i> As lesser planar binding, but up to 18 HD.	23	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
☐☐☐☐☐ Temporal Stasis <i>Effect:</i> Puts subject into suspended animation.	23	Fortitude negates	1 standard action	Permanent	Touch	V, S, M	Yes	Transmutation

* =Domain/Speciality Spell