

Abu Male Human Sor16

NAME

Sor16

CLASS

240000

16

EXPERIENCE

136000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+8

=

+5

+

+3

+

+0

+

+0

+

conditional modifiers

+9

=

+5

+

+4

+

+0

+

+0

+

+13

=

+10

+

+1

+

+0

+

+2

+

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+9/+4

=

+8/+3

+

+1

+

+0

+

+0

+

+12/+7

=

+8/+3

+

+4

+

+0

+

+0

+

+9/+4

=

+8/+3

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+9/+4

1d3+1

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	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
Empower Spell	See Text
Eschew Materials	See Text
Improved Initiative	See Text
Iron Will	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'2"

HEIGHT

248 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP

hit points

86

WOUNDS/CURRENT HP

AC

armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

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

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

DEITY

6'2"

HEIGHT

248 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

SKILLS					MAX RANKS	19/9.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Bluff	CHA	19	= 5	+ 14.0	+
✓	Diplomacy	CHA	15	= 5	+ 6.0	+ 4
✓	Disguise	CHA	8	= 5	+ 1.5	+ 2
	Knowledge (Arcana)	INT	18	= 2	+ 16.0	+
	Knowledge (Dungeoneering)	INT	9	= 2	+ 7.0	+
	Knowledge (Local)	INT	5	= 2	+ 3.0	+
	Knowledge (Nature)	INT	6	= 2	+ 4.0	+
	Knowledge (Nobility and Royalty)	INT	8	= 2	+ 6.0	+
	Knowledge (Religion)	INT	6	= 2	+ 4.0	+
	Spellcraft	INT	22	= 2	+ 18.0	+ 2
				=	+	+

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, Giant, Ignan

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	3	2	1	0
PER DAY	6	8	7	7	7	7	6	5	3	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 (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	<i>Target:</i> One missile of acid Concentration, up to 16 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□ 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]
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Burst of light 160 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. 160 minutes	Medium (260 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	<i>Target:</i> 16 creatures Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed 160 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	<i>Target:</i> Cone-shaped burst 16 hours <i>Target:</i> One humanoid creature	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart Instantaneous	Medium (260 Feet)	V, S	Yes	Evocation [Force]
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 16 minutes <i>Target:</i> Weapon touched	Touch	V, S, DF	Yes (harmless, object)	Transmutation

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	17	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	16 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 16 rounds.	17	Will negates	1 standard action	<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range 16 rounds	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Levitate <i>Effect:</i> Subject moves up and down at your direction.	17	None	1 standard action	<i>Target:</i> One creature; see text 16 minutes [D]	Personal or close	V, S, F	No	Transmutation
□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	<i>Target:</i> You or one willing creature or one object, total weight up to 1600 lbs 160 minutes [D] <i>Target:</i> You	Personal	V, S, M	No	Divination

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	18	None	1 standard action	Instantaneous	Medium (260 Feet)	V, S	No	Abjuration
□□□□ Haste <i>Effect:</i> 16 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst 16 rounds	Close (65 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart 16 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Slow <i>Effect:</i> 16 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	<i>Target:</i> 10-ft.-radius emanation around the creature or object touched 16 rounds	Close (65 Feet)	V, S, M	Yes	Transmutation

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	16 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less.	19	Will negates	1 round	<i>Target:</i> One living creature 16 days or until discharged [D]	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	19	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature with 7 HD or less 16 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Wall of Ice <i>Effect:</i> Ice plane creates wall with 31 hp or hemisphere can trap creatures inside.	19	Reflex negates; see text	1 standard action	<i>Target:</i> You or creature touched 16 minutes	Medium (260 Feet)	V, S, M	Yes	Evocation [Cold]

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature.	20	Will negates; see text	1 standard action	<i>Target:</i> One living creature 16 rounds [D]; see text	Medium (260 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Overland Flight <i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.	20	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 16 hours	Personal	V, S	Yes (harmless)	Transmutation
□□□□ Planar Binding, Lesser <i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.	20	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
□□□□ Summon Monster V <i>Effect:</i> Calls extraplanar creature to fight for you.	20	None	1 round	<i>Target:</i> One elemental or outsider with 6 HD or less 16 rounds [D] <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)

\* = Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Flesh to Stone <i>Effect:</i> Turns subject creature into statue.	21	Fortitude negates	1 standard action	Instantaneous	Medium (260 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐ Freezing Sphere <i>Effect:</i> Freezes water or deals cold damage.	21	Reflex half; see text	1 standard action	Instantaneous or 16 rounds; see text <i>Target:</i> See text	Long (1040 Feet)	V, S, F	Yes	Evocation [Cold]
☐☐☐☐ Transformation <i>Effect:</i> You gain combat bonuses.	21	None	1 standard action	16 rounds <i>Target:</i> You	Personal	V, S, M	No	Transmutation

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Shadow Conjuraton, Greater <i>Effect:</i> As shadow conjuration, but up to 6th level and 60% real.	22	Will disbelief (if interacted with); varies; see text	1 standard action	See text <i>Target:</i> See text	See text	V, S	Yes; see text	Illusion (Shadow)
☐☐☐☐ Vision <i>Effect:</i> As legend lore, but quicker and strenuous.	22	None	1 standard action	See text <i>Target:</i> You	Personal	V, S, M, XP	No	Divination

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Screen <i>Effect:</i> Illusion hides area from vision, scrying.	23	None or Will disbelief (if interacted with); see text	10 minutes	24 hours <i>Target:</i> 16 30-ft. cubes [S]	Close (65 Feet)	V, S	No	Illusion (Glamour)

\* =Domain/Speciality Spell