

Yuri Male Human Sor7

NPC

Lawful Evil

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor7	Human	5'5"	Normal
42000	Medium	141 lbs	VISION
CLASS	RACE	HEIGHT	WEIGHT
7	0		0
28000	Male		POINTS
TCL	AGE	EYES	HAIR
NEXT LEVEL	GENDER		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	18	+4	18	+4
INT Intelligence	17	+3	17	+3
WIS Wisdom	15	+2	15	+2
CHA Charisma	19	+4	19	+4

HP hit points	45	WOUNDS/CURRENT HP			
AC armor class	11	10	11	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

SUBDUAL DAMAGE					DAMAGE REDUCTION				
0	0	1	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	+1	+1	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						10/5
✓ Appraise	INT	4	= 3	+ 1.0	+	
Craft (Bowmaking)	INT	16	= 3	+ 10.0	+ 3	
✓ Jump	STR	3	= 1	+ 2.0	+	
Knowledge (Arcana)	INT	13	= 3	+ 10.0	+	
Knowledge (Dungeoneering)	INT	5	= 3	+ 2.0	+	
Knowledge (Religion)	INT	7	= 3	+ 4.0	+	
Knowledge (The Planes)	INT	7	= 3	+ 4.0	+	
✓ Search	INT	8	= 3	+ 5.0	+	
Spellcraft	INT	14	= 3	+ 9.0	+ 2	

✓ : can be used untrained. X : exclusive skills

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

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+4	+3	+1	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	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

WEIGHT ALLOWANCE				
Light	Medium	Heavy		
43.0	86.0	130.0		
Lift over head	Lift off ground	Push / Drag		
130.0	260.0	650.0		

FEATS	
Dodge	See Text
Maximize Spell	See Text
Skill Focus (Craft (Bowmaking))	See Text

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, Elven, Goblin, Ignan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	2	0	0	0	0	0	0
PER DAY	6	7	7	5	0	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.	14	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration 70 minutes [D]	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	7 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
□□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	Concentration 70 minutes [D]	Long (680 Feet)	V, S, F	No	Illusion (Figment)

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 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (170 Feet)	V	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	17	None	1 standard action	14 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

* =Domain/Specialty Spell