

Work Male Half-orc Sor16

NAME

Sor16

CLASS

16

TCL

240000

EXPERIENCE

136000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5'8"

HEIGHT

150 lbs

WEIGHT

,

HAIR

EYES

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	13	+1	13	+1
CON Constitution	13	+1	13	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP	hit points	55	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC armor class	11	10	11	10	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER

INITIATIVE	modifier	+1	+1	+0
TOTAL	DEX MODIFIER	MISC MODIFIER		

BASE ATTACK	bonus	+8/+3
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5
✓ Forgery	INT	11	= 3	+ 8.5	+
Knowledge (Arcana)	INT	20	= 3	+ 17.0	+
Knowledge (Dungeoneering)	INT	10	= 3	+ 7.0	+
Knowledge (Geography)	INT	6	= 3	+ 3.0	+
Knowledge (Nature)	INT	6	= 3	+ 3.0	+
Knowledge (The Planes)	INT	8	= 3	+ 5.5	+
✓ Ride	DEX	8	= 1	+ 7.0	+
✓ Search	INT	6	= 3	+ 3.5	+
Spellcraft	INT	24	= 3	+ 19.0	2
Use Magic Device	CHA	7	= 4	+ 3.0	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +5	+1	+0	+0		
REFLEX (dexterity)	+6	= +5	+1	+0	+0		
WILLPOWER (wisdom)	+11	= +10	+1	+0	+0		

MELEE	attack bonus	+10/+5	BASE ATTACK BONUS	+8/+3	STAT MODIFIER	+2	SIZE MODIFIER	+0	MISC MODIFIER	+0	TEMP MODIFIER
RANGED attack bonus	+9/+4	=	+8/+3	+1	+0	+0					
GRAPPLE attack bonus	+10/+5	=	+8/+3	+2	+0	+0					

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	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	
Craft Staff	See Text
Craft Wondrous Item	See Text
Improved Familiar	See Text
Improved Unarmed Strike	See Text
Leadership	See Text
Scribe Scroll	See Text

SPECIAL ABILITIES

Orc Blood

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, Gnoll, Infernal, Orc

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	7	7	7	7	6	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.	14	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.	14	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.	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Ray 160 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	160 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	16 minute <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	16 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	15	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	<i>Target:</i> Cone-shaped burst 16 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	16 minutes <i>Target:</i> One touched object weighing up to 80 lbs	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 16 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	15	None	1 round	16 rounds [D] <i>Target:</i> One summoned creature	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)

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 16 minutes.	16	Will negates (harmless)	1 standard action	16 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	160 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Darkness]
□□□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	16	Will negates	1 standard action	16 round <i>Target:</i> One living creature of 6 HD or less	Medium (260 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	16	Will negates; see text	1 standard action	Concentration, up to 16 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 16 minutes.	16	Will negates (harmless)	1 standard action	16 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	160 minutes [D] <i>Target:</i> Object touched	Touch	V, S	No	Evocation [Light]
□□□□□ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous <i>Target:</i> 20-ft.-radius spread	Long (1040 Feet)	V, S, M	Yes	Evocation [Fire]
□□□□□ Hold Person <i>Effect:</i> Paralyzes one humanoid for 16 rounds.	17	Will negates; see text	1 standard action	16 rounds [D]; see text <i>Target:</i> One humanoid creature	Medium (260 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Nondetection <i>Effect:</i> Hides subject from divination, scrying.	17	Will negates (harmless, object)	1 standard action	16 hours <i>Target:</i> Creature or object touched	Touch	V, S, M	Yes (harmless, object)	Abjuration

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.	18	Will negates	1 standard action	16 days <i>Target:</i> One living creature	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less.	18	Will negates	1 round	16 days or until discharged [D] <i>Target:</i> One living creature with 7 HD or less	Close (65 Feet)	V	Yes	Enchantment (Compulsion)
□□□□□ Ice Storm <i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.	18	None	1 standard action	16 full round <i>Target:</i> Cylinder 20	Long (1040 Feet)	V, S, M/DF	Yes	Evocation [Cold]
□□□□□ Shadow Conjuration <i>Effect:</i> Mimics conjuration below 4th level, but only 20% real.	18	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)

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.	19	Fortitude partial; see text	1 standard action	16 minutes <i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high	Medium (260 Feet)	V, S	No	Conjuration (Creation)
□□□□□ Fabricate <i>Effect:</i> Transforms raw materials into finished items.	19	None	See text	Instantaneous <i>Target:</i> Up to 160 cu. ft; see text	Close (65 Feet)	V, S, M	No	Transmutation
□□□□□ False Vision <i>Effect:</i> Fools scrying with an illusion.	19	None	1 standard action	16 hours [D] <i>Target:</i> 40-ft.-radius emanation	Touch	V, S, M	No	Illusion (Glamour)
□□□□□ Magic Jar <i>Effect:</i> Enables possession of another creature.	19	Will negates; see text	1 standard action	16 hours or until you return to your body <i>Target:</i> One creature	Medium (260 Feet)	V, S, F	Yes	Necromancy

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Acid Fog	20	None	1 standard action	16 rounds	Medium (260 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Fog deals acid damage.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐ Planar Binding	20	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> As lesser planar binding, but up to 12 HD.				<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear				
☐☐☐☐ Symbol of Persuasion	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Control Weather	21	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
☐☐☐☐ Invisibility, Mass	21	Will negates (harmless) or Will negates (harmless, object)	1 standard action	16 minutes [D]	Long (1040 Feet)	V, S, M	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
<i>Effect:</i> As invisibility, but affects all in range.				<i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Planar Binding, Greater	22	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> As lesser planar binding, but up to 18 HD.				<i>Target:</i> Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.				

* =Domain/Speciality Spell