

Askr Male Human Sor7

NPC

Neutral Evil

NAME	42000	PLAYERNAME	Human	Medium	5'8"	170 lbs	ALIGNMENT	Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION		
7	28000	0	Male			0		
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	21	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			

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	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Bluff	CHA	16	= 4	+ 10.0	+ 2
Craft (Woodworking)	INT	12	= 4	+ 8.0	+
✓ Diplomacy	CHA	8	= 4	+ 2.0	+ 2
Knowledge (Arcana)	INT	13	= 4	+ 9.0	+
Knowledge (Architecture and Engineering)	INT	5	= 4	+ 1.0	+
Knowledge (Local)	INT	8	= 4	+ 4.5	+
Knowledge (Nobility and Royalty)	INT	6	= 4	+ 2.5	+
Knowledge (Religion)	INT	4	= 4	+ 0.5	+
Knowledge (The Planes)	INT	6	= 4	+ 2.0	+
✓ Move Silently	DEX	2	= 1	+ 1.0	+
Perform (Act)	CHA	8	= 4	+ 4.0	+
✓ Sense Motive	WIS	4	= 1	+ 3.0	+
✓ Spot	WIS	5	= 1	+ 4.5	+

✓ : can be used untrained. X : exclusive skills

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+3	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		
76.0	153.0	230.0		
Lift over head	Lift off ground	Push / Drag	1150.0	

FEATS	
Brew Potion	See Text
Persuasive	See Text
Scribe Scroll	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, Gnoll, Gnome, 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
☐☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
☐☐☐☐☐ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Ray 7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	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
☐☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	<i>Target:</i> Creature touched 7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	7 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
☐☐☐☐☐ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
☐☐☐☐☐ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	7 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
☐☐☐☐☐ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	7 hours	Touch	V, S, M	Yes (harmless)	Transmutation
☐☐☐☐☐ Minor Image <i>Effect:</i> As silent image, plus some sound.	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (680 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Gentle Repose <i>Effect:</i> Preserves one corpse.	17	Will negates (object)	1 standard action	7 days	Touch	V, S, M/DF	Yes (object)	Necromancy
☐☐☐☐☐ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.	17	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy

* =Domain/Speciality Spell