

Besma Female Human Sor6

NPC

Chaotic Good

NAME	Sor6		30000	Human	Medium	4'10"	110 lbs	Normal
CLASS	Sor6		EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
TCL	6		21000	0	Female			0
	NEXT LEVEL		AGE	GENDER	EYES	HAIR		POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	32	WOUNDS/CURRENT HP		
AC armor class	11	10	11	10
	TOTAL	FLAT	TOUCH	BASE

SUBDUAL DAMAGE					DAMAGE REDUCTION					
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE				
0	0	1	0	0	0					

SPEED		
Walk 30'		
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
0	+0	0

INITIATIVE modifier	+5	+1	+4
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						9/4.5
✓ Gather Information	CHA	5	= 4	+ 1.0	+	
Knowledge (Arcana)	INT	9	= 1	+ 8.0	+	
Knowledge (Dungeoneering)	INT	4	= 1	+ 3.0	+	
Knowledge (Nobility and Royalty)	INT	5	= 1	+ 4.0	+	
Knowledge (Religion)	INT	4	= 1	+ 3.0	+	
✓ Ride	DEX	2	= 1	+ 1.0	+	
Spellcraft	INT	9	= 1	+ 6.0	+ 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)	+4	+2	+2	+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	+7	+3	+4	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	
GRAPPLE attack bonus	+7	+3	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7	1d3+4	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		
100.0	200.0	300.0		
Lift over head	Lift off ground	Push / Drag	1500.0	
300.0	600.0			

FEATS	
Craft Wand	See Text
Eschew Materials	See Text
Improved Initiative	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

Abyssal, Common

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	4	2	1	0	0	0	0	0	0
PER DAY	6	7	6	4	0	0	0	0	0	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 (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	6 minute [D]	Medium (160 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
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	6 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□ Magic Missile <i>Effect:</i> 3 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	15	None	1 standard action	6 hours	Close (40 Feet)	V, S, M	No	Conjuration (Creation)

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 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Slow <i>Effect:</i> 6 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	17	Will negates	1 standard action	6 rounds	Close (40 Feet)	V, S, M	Yes	Transmutation

* =Domain/Speciality Spell