

Besma Female Human Sor6

NAME

Sor6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

4'10"

HEIGHT

110 lbs

WEIGHT

0

Female

GENDER

0

AGE

Chaotic Good

ALIGNMENT

Normal

VISION

0

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				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
AC armor class	11	TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

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	+
			=			
✓ : 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	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

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