

Lisinua Female Half-Elf Sor13

NAME

Sor13

CLASS

156000

EXPERIENCE

13

91000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	14	+2	14	+2
CHA Charisma	21	+5	21	+5

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+5

=

+4

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+5

=

+4

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+8

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

TOTAL

+7/+2

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED

attack bonus

TOTAL

+7/+2

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

TOTAL

+7/+2

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7/+2

1d3+1

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

FEATS	
Craft Wand	See Text
Craft Wondrous Item	See Text
Forge Ring	See Text
Scribe Scroll	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'7"

HEIGHT

164 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

POINTS

HP

hit points

48

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

SKILLS

MAX RANKS

16/8

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Balance	DEX	2	=	1	+	1.0	+
✓ Escape Artist	DEX	2	=	1	+	1.0	+
Handle Animal	CHA	11	=	5	+	6.0	+
Knowledge (Arcana)	INT	19	=	4	+	15.0	+
Knowledge (Geography)	INT	10	=	4	+	6.0	+
Knowledge (Local)	INT	10	=	4	+	6.5	+
Knowledge (Nature)	INT	6	=	4	+	2.5	+
Knowledge (Nobility and Royalty)	INT	7	=	4	+	3.0	+
Knowledge (The Planes)	INT	4	=	4	+	0.5	+
Open Lock	DEX	5	=	1	+	4.0	+
Profession (Miner)	WIS	10	=	2	+	8.0	+
✓ Ride	DEX	8	=	1	+	5.5	+
✓ Spot	WIS	3	=	2	+	0.5	+
✓ Use Rope	DEX	5	=	1	+	4.5	+

✓ : can be used untrained. ✕ : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical effects.

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, Dwarven, Elven, Gnome, Orc, Terran

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	3	2	0	0	0
PER DAY	6	8	7	7	7	7	4	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.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Enlarge Person <i>Effect:</i> Creates size increases to next category	16	Fortitude negates	1 round	13 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	13 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.	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	13 minutes	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	17	Will negates	1 standard action	13 round	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged	Close (55 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
□□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	17	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Transmutation
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	130 minutes [D]	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Whispering Wind <i>Effect:</i> Sends a short message 13 miles.	17	None	1 standard action	No more than 13 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Sight <i>Effect:</i> Magical auras become visible to you.	18	None	1 standard action	13 minutes [D]	Personal	V, S	No	Divination
□□□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light.	18	None	1 standard action	130 minutes [D]	Touch	V, S	No	Evocation [Light]
□□□□□ Slow <i>Effect:</i> 13 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□□ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.	18	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Enervation <i>Effect:</i> Subject gains 1d4 negative levels.	19	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□□ Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less.	19	Will negates	1 round	13 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
□□□□□ Resilient Sphere <i>Effect:</i> Force globe protects but traps one subject.	19	Reflex negates	1 standard action	13 minutes [D]	Close (55 Feet)	V, S, M	Yes	Evocation [Force]
□□□□□ Solid Fog <i>Effect:</i> Blocks vision and slows movement.	19	None	1 standard action	13 minutes	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cone of Cold <i>Effect:</i> 13d6 cold damage.	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□□ Fabricate <i>Effect:</i> Transforms raw materials into finished items.	20	None	See text	Instantaneous	Close (55 Feet)	V, S, M	No	Transmutation
□□□□□ Transmute Mud to Rock <i>Effect:</i> Transforms two 10-ft. cubes per level.	20	See text	1 standard action	Permanent	Medium (230 Feet)	V, S, M/DF	No	Transmutation [Earth]

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Symbol of Persuasion <i>Effect:</i> Triggered rune charms nearby creatures.	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]

\* =Domain/Specialty Spell

Sorcerer Spells									
□□□□□	True Seeing	21	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes (harmless)	Divination
Effect: Lets you see all things as they really are.		Target: Creature touched							
* =Domain/Speciality Spell									