

Charmaine Female Halfling Sor17

NAME Sor17
 CLASS Sor17
 EXPERIENCE 272000
 NEXT LEVEL 17
 TCL 153000

NPC

PLAYERNAME Halfling
 RACE Small
 SIZE 2'11"
 HEIGHT 30 lbs
 WEIGHT Female
 GENDER 0
 AGE

DEITY
 EYES
 HAIR

ALIGNMENT Neutral Good
 VISION Normal
 POINTS 0

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 10 | +0 | 10 | +0 |
| DEX Dexterity | 20 | +5 | 20 | +5 |
| CON Constitution | 17 | +3 | 17 | +3 |
| INT Intelligence | 16 | +3 | 16 | +3 |
| WIS Wisdom | 15 | +2 | 15 | +2 |
| CHA Charisma | 22 | +6 | 22 | +6 |

HP hit points: 93

AC armor class: 16

INITIATIVE modifier: +5

BASE ATTACK bonus: +8/+3

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 20'

ARCANE SPELL FAILURE: 0

ARMOR CHECK PENALTY: +0

SPELL RESISTANCE: 0

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +9 | +5 | +3 | +0 | +1 | | |
| REFLEX (dexterity) | +11 | +5 | +5 | +0 | +1 | | |
| WILLPOWER (wisdom) | +13 | +10 | +2 | +0 | +1 | | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|--------|-------------------|---------------|---------------|---------------|---------------|
| MELEE attack bonus | +9/+4 | +8/+3 | +0 | +1 | +0 | |
| RANGED attack bonus | +14/+9 | +8/+3 | +5 | +1 | +0 | |
| GRAPPLE attack bonus | +9/+4 | +8/+3 | +0 | +1 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +9/+4 | 1d2 | 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 | Medium | Heavy | |
| Lift over head | 25.0 | 50.0 | 75.0 | |
| | | Lift off ground | 150.0 | Push / Drag |
| | | | | 375.0 |

| FEATS | |
|---------------|----------|
| Alertness | See Text |
| Brew Potion | See Text |
| Craft Wand | See Text |
| Empower Spell | See Text |
| Forge Ring | See Text |
| Scribe Scroll | See Text |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | |
|--|-------------|----------------|------------------|-----------|---------------|
| | | | | RANKS | MISC MODIFIER |
| Bluff | CHA | 26 | 6 | 20.0 | + |
| Concentration | CON | 22 | 3 | 19.0 | + |
| Knowledge (Arcana) | INT | 22 | 3 | 19.0 | + |
| Knowledge (Architecture and Engineering) | INT | 8 | 3 | 5.0 | + |
| Knowledge (Dungeoneering) | INT | 10 | 3 | 7.0 | + |
| Knowledge (Nature) | INT | 5 | 3 | 2.0 | + |
| Knowledge (The Planes) | INT | 6 | 3 | 3.0 | + |
| Search | INT | 8 | 3 | 5.5 | + |
| Spellcraft | INT | 18 | 3 | 13.0 | + 2 |

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- 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, Halfling, Orc

Sorcerer Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| KNOWN | 9 | 5 | 5 | 4 | 4 | 4 | 3 | 3 | 2 | 0 |
| PER DAY | 6 | 8 | 8 | 7 | 7 | 7 | 7 | 6 | 4 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|-------------------------------------|-------------------|--|-------------------|---------|------------------|------------------------------------|
| □□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. | 16 | None | 1 standard action | 17 minute [D] | Medium (270 Feet) | V, S | No | Evocation [Light] |
| □□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 16 | None | 1 standard action | 17 minutes [D] <i>Target:</i> Cone-shaped emanation | 60 ft. | V, S | No | Divination |
| □□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. | 16 | None | 1 standard action | Instantaneous | Close (65 Feet) | V, S | Yes | Necromancy |
| □□□□□ Ghost Sound <i>Effect:</i> Figment sounds. | 16 | Will disbelief (if interacted with) | 1 standard action | 17 rounds [D] <i>Target:</i> Illusory sounds | Close (65 Feet) | V, S, M | No | Illusion (Figment) |
| □□□□□ Light <i>Effect:</i> Object shines like a torch. | 16 | None | 1 standard action | 170 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
| □□□□□ Message <i>Effect:</i> Whispered conversation at distance. | 16 | None | 1 standard action | 170 minutes | Medium (270 Feet) | V, S, F | No | Transmutation [Language-Dependent] |
| □□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. | 16 | See text | 1 standard action | 17 hour <i>Target:</i> 17 creatures | 10 ft. | V, S | No | Universal |
| □□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | 16 | None | 1 standard action | Instantaneous | Close (65 Feet) | V, S | Yes | Evocation [Cold] |
| □□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 16 | None | 1 standard action | 170 minutes <i>Target:</i> You | Personal | V, S, F | No | Divination |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|---|-------------------|---|-------------------|------------|------------------|------------------------|
| □□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command. | 17 | None | 1 standard action | 17 rounds | Medium (270 Feet) | V, S | No | Transmutation |
| □□□□□ Chill Touch <i>Effect:</i> 17 touches deal 1d6 damage and possibly 1 Str damage. | 17 | Fortitude partial or Will negates; see text | 1 standard action | Instantaneous | Touch | V, S | Yes | Necromancy |
| □□□□□ Hold Portal <i>Effect:</i> Holds door shut. | 17 | None | 1 standard action | 17 minutes [D] <i>Target:</i> Up to 17 Creatures touched | Medium (270 Feet) | V | No | Abjuration |
| □□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you. | 17 | None | 1 standard action | 17 minutes | 20 ft. | V, S | No | Conjuration (Creation) |
| □□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | 17 | Will negates (harmless) | 1 standard action | 17 minutes [D] <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high | Touch | V, S, M/DF | No; see text | Abjuration [Lawful] |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-------------------------|-------------------|---|--------------------|------------------------------|------------------|-------------------------------------|
| □□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness. | 18 | Will negates (harmless) | 1 standard action | 17 hours | Touch | V, S, M | Yes (harmless) | Transmutation |
| □□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures. | 18 | Fortitude negates | 1 standard action | 17 round <i>Target:</i> Creature touched | 60 ft. | V, S | Yes | Evocation [Air] |
| □□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures. | 18 | Will negates | 1 standard action | Concentration + 2 rounds <i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range | Medium (270 Feet) | V (Brd only), S, M; see text | Yes | Illusion (Pattern) [Mind-Affecting] |
| □□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8. | 18 | None | 1 standard action | 17 minutes [D] <i>Target:</i> Colorful lights in a 10-ft.-radius spread | Personal; see text | V, S | No | Illusion (Figment) |
| □□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders. | 18 | None | 1 round | Concentration + 2 rounds <i>Target:</i> You | Close (65 Feet) | V, S, M/DF | No | Conjuration (Summoning) |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-------------------------|-------------------|---|----------|------------|------------------|-------------------|
| □□□□□ Blink <i>Effect:</i> You randomly vanish and reappear for 17 rounds. | 19 | None | 1 standard action | 17 rounds [D] <i>Target:</i> You | Personal | V, S | No | Transmutation |
| □□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft. | 19 | Will negates (harmless) | 1 standard action | 17 minutes <i>Target:</i> Creature touched | Touch | V, S, F/DF | Yes (harmless) | Transmutation |
| □□□□□ Magic Circle against Evil <i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes. | 19 | Will negates (harmless) | 1 standard action | 170 minutes <i>Target:</i> 10-ft.-radius emanation from touched creature | Touch | V, S, M/DF | No; see text | Abjuration [Good] |
| □□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures. | 19 | None | 1 standard action | 34 hours [D] <i>Target:</i> 20-ft.-radius sphere centered on your location | 20 ft. | V, S, M | No | Evocation [Force] |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|---|-------------------|--|-------------------|---------|------------------|--|
| □□□□□ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping. | 20 | None | 1 standard action | 24 hours <i>Target:</i> 40-ft.-radius emanation centered on you | 40 ft. | V, S, M | No | Divination |
| □□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+17 damage. | 20 | Reflex half; see text | 10 minutes | Permanent until discharged [D] <i>Target:</i> Object touched | Touch | V, S, M | Yes | Abjuration [Fire] |
| □□□□□ Phantasmal Killer <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage. | 20 | Will disbelief (if interacted with), then Fortitude partial; see text | 1 standard action | Instantaneous <i>Target:</i> One living creature | Medium (270 Feet) | V, S | Yes | Illusion (Phantasm) [Fear, Mind-Affecting] |
| □□□□□ Shout <i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage. | 20 | Fortitude partial or Reflex negates (object); see text | 1 standard action | Instantaneous <i>Target:</i> Cone-shaped burst | 30 ft. | V | Yes (object) | Evocation [Sonic] |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|---|-------------------|---|-------------------|------------|---------------------|-------------------|
| □□□□□ Fabricate <i>Effect:</i> Transforms raw materials into finished items. | 21 | None | See text | Instantaneous | Close (65 Feet) | V, S, M | No | Transmutation |
| □□□□□ Magic Jar <i>Effect:</i> Enables possession of another creature. | 21 | Will negates; see text | 1 standard action | 17 hours or until you return to your body <i>Target:</i> Up to 170 cu. ft; see text | Medium (270 Feet) | V, S, F | Yes | Necromancy |
| □□□□□ Seeming <i>Effect:</i> Changes appearance of one person per two levels. | 21 | Will negates or Will disbelief (if interacted with) | 1 standard action | 12 hours [D] <i>Target:</i> One creature | Close (65 Feet) | V, S | Yes or No; see text | Illusion (Glamer) |
| □□□□□ Sending <i>Effect:</i> Delivers short message anywhere, instantly. | 21 | None | 10 minutes | 17 round; see text <i>Target:</i> 8 creatures, no two of which can be more than 30 ft. apart | See text | V, S, M/DF | No | Evocation |

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-------------------|-------------------|---------------|-------------------|---------|------------------|------------------------|
| ☐☐☐☐ Circle of Death <i>Effect:</i> Kills 17d4 HD of creatures. | 22 | Fortitude negates | 1 standard action | Instantaneous | Medium (270 Feet) | V, S, M | Yes | Necromancy (Death) |
| ☐☐☐☐ Transformation <i>Effect:</i> You gain combat bonuses. | 22 | None | 1 standard action | 17 rounds | Personal | V, S, M | No | Transmutation |
| ☐☐☐☐ Wall of Iron <i>Effect:</i> 30 hp/four levels; can topple onto foes. | 22 | See text | 1 standard action | Instantaneous | Medium (270 Feet) | V, S, M | No | Conjuration (Creation) |

LEVEL 7

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|--|-------------------|-------------------------|-------------------|------------|--|---|
| ☐☐☐☐ Hold Person, Mass <i>Effect:</i> As hold person, but all within 30 ft. | 23 | Will negates; see text | 1 standard action | 17 rounds [D]; see text | Medium (270 Feet) | V, S, F/DF | Yes | Enchantment (Compulsion) |
| ☐☐☐☐ Insanity <i>Effect:</i> Subject suffers continuous confusion. | 23 | Will negates | 1 standard action | Instantaneous | Medium (270 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| ☐☐☐☐ Invisibility, Mass <i>Effect:</i> As invisibility, but affects all in range. | 23 | Will negates (harmless) or Will negates (harmless, object) | 1 standard action | 17 minutes [D] | Long (1080 Feet) | V, S, M | Yes (harmless) or Yes (harmless, object) | Illusion (Glamer) |

LEVEL 8

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|--|-------------------|---------------|-------------------|---------|------------------|-------------------------------|
| ☐☐☐☐ Incendiary Cloud <i>Effect:</i> Cloud deals 4d6 fire damage/round. | 24 | Reflex half; see text | 1 standard action | 17 rounds | Medium (270 Feet) | V, S | No | Conjuration (Creation) [Fire] |
| ☐☐☐☐ Shout, Greater <i>Effect:</i> Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects. | 24 | Fortitude partial or Reflex negates (object); see text | 1 standard action | Instantaneous | 60 ft. | V, S, F | Yes (object) | Evocation |

* =Domain/Speciality Spell