

Bimpnottin Female Gnome
Sor17

NAME
Sor17
CLASS
17
TCL
272000
EXPERIENCE
153000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
Small
RACE
SIZE
3'5"
HEIGHT
42 lbs
WEIGHT
DEITY
EYES
HAIR

Lawful Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME
STR 10 +0 10 +0
DEX 15 +2 15 +2
CON 20 +5 20 +5
INT 19 +4 19 +4
WIS 16 +3 16 +3
CHA 20 +5 20 +5

HP 123
AC 13
INITIATIVE +6
BASE ATTACK +8/+3

INITIATIVE +6
TOTAL +6
DEX MODIFIER +2
MISC MODIFIER +4

SAVING THROWS
FORTITUDE +10
REFLEX +7
WILLPOWER +13

MELEE +9/+4
RANGED +11/+6
GRAPPLE +9/+4

UNARMED
TOTAL ATTACK BONUS +9/+4
DAMAGE 1d2
CRITICAL 20/x2

ARMOR
TYPE
AC
MAXDEX
CHECK
SPELL FAILURE

EQUIPMENT
ITEM
LOCATION
QTY
WT
COST
Outfit (Explorer's) Equipped 1 8.0 0.0

WEIGHT ALLOWANCE
Light 25.0
Medium 50.0
Heavy 75.0
Lift over head 75.0
Lift off ground 150.0
Push / Drag 375.0

FEATS
Craft Magic Arms and Armor See Text
Improved Initiative See Text
Magical Aptitude See Text
Skill Focus (Sense Motive) See Text

SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED Walk 20'

SKILLS
Bluff
Concentration
Knowledge (Arcana)
Knowledge (Architecture and Engineering)
Knowledge (Local)
Knowledge (Religion)
Sense Motive
Spellcraft
Use Magic Device

SPECIAL ABILITIES
+1 racial bonus on attack rolls against kobalds and goblinoids.
+2 racial bonus on saving throws against illusions.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Speak with Animals (burrowing mammal only, duration 1 minute).
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, Elven, Gnome, Goblin, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	<b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
					<i>Target:</i> See text				
* =Domain/Speciality Spell									
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	7	7	7	7	6	6	4	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	17 minute [D]	Medium (270 Feet)	V, S	No	Evocation [Light]
☐☐☐☐☐	<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
☐☐☐☐☐	<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	<i>Target:</i> Burst of light Concentration	Close (65 Feet)	V, S	No	Transmutation
☐☐☐☐☐	<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐☐	<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐☐	<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed 17 hour	10 ft.	V, S	No	Universal
☐☐☐☐☐	<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	<i>Target:</i> See text Instantaneous	Close (65 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐☐	<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Ray 17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
					<i>Target:</i> Creature touched				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Identify</b> <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
☐☐☐☐☐	<b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One touched object 17 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	<b>Magic Missile</b> <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐☐	<b>Mount</b> <i>Effect:</i> Summons riding horse for 34 hours.	16	None	1 round	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 34 hours [D]	Close (65 Feet)	V, S, M	No	Conjuration (Summoning)
☐☐☐☐☐	<b>Shield</b> <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	<i>Target:</i> One mount 17 minutes [D]	Personal	V, S	No	Abjuration [Force]
					<i>Target:</i> You				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Flaming Sphere</b> <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 17 rounds.	17	Reflex negates	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]
☐☐☐☐☐	<b>Knock</b> <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	<i>Target:</i> 5-ft.-diameter sphere Instantaneous; see text	Medium (270 Feet)	V	No	Transmutation
☐☐☐☐☐	<b>Levitate</b> <i>Effect:</i> Subject moves up and down at your direction.	17	None	1 standard action	<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level 17 minutes [D]	Personal or close	V, S, F	No	Transmutation
☐☐☐☐☐	<b>Mirror Image</b> <i>Effect:</i> Creates decoy duplicates of you 8.	18	None	1 standard action	<i>Target:</i> You or one willing creature or one object, total weight up to 1700 lbs 17 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
☐☐☐☐☐	<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	<i>Target:</i> You Concentration + 2 rounds	Close (65 Feet)	V, S, M/DF	No	Conjuration (Summoning)
					<i>Target:</i> One swarm of bats, rats, or spiders				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Clairaudience/Clairvoyance</b> <i>Effect:</i> Hear or see at a distance for 17 minutes.	18	None	10 minutes	17 minutes [D]	Long (1080 Feet)	V, S, F/DF	No	Divination (Scrying)
☐☐☐☐☐	<b>Haste</b> <i>Effect:</i> 17 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Magical sensor 17 rounds	Close (65 Feet)	V, S, M	Yes (harmless)	Transmutation
☐☐☐☐☐	<b>Lightning Bolt</b> <i>Effect:</i> Electricity deals 17d6 damage.	18	Reflex half	1 standard action	<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
☐☐☐☐☐	<b>Rage</b> <i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.	18	None	1 standard action	<i>Target:</i> 120-ft. line Concentration + 17 rounds [D]	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
					<i>Target:</i> 5 willing living creatures, no two of which may be more than 30 ft. apart				

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Charm Monster</b> <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	17 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	<b>Dimension Door</b> <i>Effect:</i> Teleports you short distance.	19	None and Will negates (object)	1 standard action	<i>Target:</i> One living creature Instantaneous	Long (1080 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
☐☐☐☐☐	<b>Rainbow Pattern</b> <i>Effect:</i> Lights fascinate 24 HD of creatures.	20	Will negates	1 standard action	<i>Target:</i> You and touched objects or other touched willing creatures Concentration + 17 rounds [D]	Medium (270 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
☐☐☐☐☐	<b>Solid Fog</b> <i>Effect:</i> Blocks vision and slows movement.	19	None	1 standard action	<i>Target:</i> Colorful lights with a 20-ft.-radius spread 17 minutes	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				

\* =Domain/Speciality Spell

## Sorcerer Spells

### LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Cone of Cold <i>Effect:</i> 17d6 cold damage.	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
☐☐☐☐ Mind Fog <i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text <i>Target:</i> Cone-shaped burst	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Secret Chest <i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.	20	None	10 minutes	Sixty days or until discharged <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high	See text	V, S, F	No	Conjuration (Summoning)
☐☐☐☐ Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	20	Will negates	10 minutes	See text <i>Target:</i> One chest and up to 1 cu. ft. of goods/caster level	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Analyze Dweomer <i>Effect:</i> Reveals magical aspects of subject.	21	None or Will negates; see text	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, F	No	Divination
☐☐☐☐ Cat's Grace, Mass <i>Effect:</i> As cat's grace, affects 17 subjects.	21	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> One object or creature per caster level	Close (65 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐ Undeath to Death <i>Effect:</i> Destroys 17d4 HD of undead.	21	Will negates	1 standard action	Instantaneous <i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart	Medium (270 Feet)	V, S, M/DF	Yes	Necromancy [Death]

### LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Insanity <i>Effect:</i> Subject suffers continuous confusion.	22	Will negates	1 standard action	Instantaneous <i>Target:</i> One living creature	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Limited Wish <i>Effect:</i> Alters reality-within spell limits.	22	None; see text	1 standard action	See text <i>Target:</i> See text	See text	V, S, XP	Yes	Universal
☐☐☐☐ Teleport, Greater <i>Effect:</i> As teleport, but no range limit and no off-target arrival.	22	None and Will negates (object)	1 standard action	Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

### LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Planar Binding, Greater <i>Effect:</i> As lesser planar binding, but up to 18 HD.	23	Will negates	10 minutes	Instantaneous <i>Target:</i> Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
☐☐☐☐ Temporal Stasis <i>Effect:</i> Puts subject into suspended animation.	23	Fortitude negates	1 standard action	Permanent <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation

\* =Domain/Speciality Spell