

Namfoodle Male Gnome Sor12

NPC

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor12	Gnome	3'8"	True Neutral
CLASS	RACE	HEIGHT	ALIGNMENT
12	Small	48 lbs	Low-Light, Normal
TCL	AGE	EYES	VISION
78000	0	HAIR	0
NEXT LEVEL	GENDER		POINTS
	Male		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	13	+1	13	+1
CON Constitution	17	+3	17	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP hit points	67	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	12	11	12	10	0	0	1	1	0	0	Walk 20'
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+4	+3	+0	+0		
REFLEX (dexterity)	+5	+4	+1	+0	+0		
WILLPOWER (wisdom)	+9	+8	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7/+2	+6/+1	+0	+1	+0	
RANGED attack bonus	+8/+3	+6/+1	+1	+1	+0	
GRAPPLE attack bonus	+7/+2	+6/+1	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Combat Reflexes	See Text
Craft Staff	See Text
Craft Wondrous Item	See Text
Eschew Materials	See Text
Persuasive	See Text

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS
Craft (Armorsmithing)	INT	17	= 4 + 13.0 +	15/7.5
Escape Artist	DEX	3	= 1 + 2.5 +	
Gather Information	CHA	10	= 5 + 5.0 +	
Knowledge (Arcana)	INT	19	= 4 + 15.0 +	
Knowledge (Dungeoneering)	INT	6	= 4 + 2.5 +	
Knowledge (Nature)	INT	7	= 4 + 3.0 +	
Knowledge (Nobility and Royalty)	INT	8	= 4 + 4.0 +	
Knowledge (Religion)	INT	5	= 4 + 1.0 +	
Knowledge (The Planes)	INT	10	= 4 + 6.5 +	
Spellcraft	INT	21	= 4 + 15.0 + 2	
Use Magic Device	CHA	8	= 5 + 3.0 +	

✓ : can be used untrained. X : exclusive skills

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, Shortsphear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike	

LANGUAGES	
Common, Dwarven, Elven, Gnome, Goblin, Orc	

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
<input type="checkbox"/> Dancing Lights <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]
<input type="checkbox"/> Ghost Sound <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)
<input type="checkbox"/> Prestidigitation <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

* =Domain/Speciality Spell

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	12 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	<i>Target:</i> One humanoid creature of 4 HD or less Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Ray 12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Illusory sounds 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (55 Feet)	V, S	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	12 minutes [D]	Personal	V, S	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	<i>Target:</i> You 12 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	12 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation [Force]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	16	None	1 standard action	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 12 minutes	Close (55 Feet)	V, S	Yes	Necromancy

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	17	None	1 standard action	5 rounds	Long (880 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	17	Will negates	1 standard action	12 round	Medium (220 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	<i>Target:</i> One living creature of 6 HD or less 120 minutes [D]	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Whispering Wind <i>Effect:</i> Sends a short message 12 miles.	17	None	1 standard action	<i>Target:</i> Webs in a 20-ft.-radius spread No more than 12 hours or until discharged [destination is reached] 12 minutes	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Halt Undead <i>Effect:</i> Immobilizes undead for 12 rounds.	18	Will negates (see text)	1 standard action	12 rounds	Medium (220 Feet)	V, S, M	Yes	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Phantom Steed <i>Effect:</i> Magic horse appears for 12 hours.	18	None	10 minutes	12 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow <i>Effect:</i> 12 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	18	None	1 standard action	24 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Contagion <i>Effect:</i> Infects subject with chosen disease.	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Polymorph <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	12 minutes [D]	Touch	V, S, M	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Solid Fog <i>Effect:</i> Blocks vision and slows movement.	19	None	1 standard action	12 minutes	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stone Shape <i>Effect:</i> Sculpts stone into any shape.	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]

* =Domain/Speciality Spell

Sorcerer Spells

□□□□□ Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch V	No and Yes (object)	Conjuration (Teleportation)
----------------	----	--------------------------------	-------------------	---------------	----------------------	---------------------	-----------------------------

Effect: Instantly transports you as far as 1200 miles.

Target: You and touched objects or other touched willing creatures

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
------	----	--------------	------	----------	-------	-------	------------------	--------

□□□□□ Globe of Invulnerability	21	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration
--------------------------------	----	------	-------------------	---------------	--------	---------	----	------------

Effect: As lesser globe of invulnerability, plus 4th-level spell effects.

Target: 10-ft.-radius spherical emanation, centered on you

* =Domain/Speciality Spell