

Havard Male Human Sor14

NAME

Sor14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	19	+4	19	+4
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+8

=

+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+4

+

+1

+

+0

+

+2

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+9

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d3+1

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
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 Rod	See Text
Investigator	See Text
Lightning Reflexes	See Text
Skill Focus (Knowledge (Arcana))	See Text
Weapon Focus (Crossbow (Heavy))	See Text
Widen Spell	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'5"

HEIGHT

234 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP  
hit points

88

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

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+7/+2

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

		SKILLS			MAX RANKS	17/8.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Balance	DEX	9	=	1	+ 8.5 +
✓	Bluff	CHA	20	=	4	+ 16.0 +
✓	Concentration	CON	21	=	4	+ 17.0 +
✓	Diplomacy	CHA	11	=	4	+ 3.0 + 4
	Disable Device	INT	10	=	4	+ 6.5 +
	Knowledge (Arcana)	INT	20	=	4	+ 16.0 +
	Knowledge (Architecture and Engineering)	INT	11	=	4	+ 7.0 +
	Knowledge (Geography)	INT	9	=	4	+ 5.0 +
	Knowledge (Nature)	INT	5	=	4	+ 1.0 +
	Knowledge (Nobility and Royalty)	INT	7	=	4	+ 3.0 +
	Perform (String Instruments)	CHA	5	=	4	+ 1.5 +
✓	Sense Motive	WIS	7	=	1	+ 6.0 +
				=	+	+
✓ : can be used untrained. x : exclusive skills						

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, Halfling, Infernal, Undercommon

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
Light	14	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
Mage Hand	14	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
Message	14	None	1 standard action	140 minutes	Medium (240 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 14 creatures				
Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
<i>Effect:</i> Opens or closes small or light things.				<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
Read Magic	14	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
Resistance	14	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Comprehend Languages	15	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
<i>Effect:</i> You understand all spoken and written languages.				<i>Target:</i> You				
Detect Undead	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
Floating Disk	15	None	1 standard action	14 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1400 lbs				<i>Target:</i> 3-ft.-diameter disk of force				
Sleep	15	Will negates	1 round	14 minutes	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
Summon Monster I	15	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (240 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
Darkvision	16	Will negates (harmless)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
Gust of Wind	16	Fortitude negates	1 standard action	14 round	60 ft.	V, S	Yes	Evocation [Air]
<i>Effect:</i> Blows away or knocks down smaller creatures.				<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range				
Hideous Laughter	16	Will negates	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject loses actions for 14 rounds.				<i>Target:</i> One creature; see text				
Mirror Image	16	None	1 standard action	14 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Halt Undead	17	Will negates (see text)	1 standard action	14 rounds	Medium (240 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Immobilizes undead for 14 rounds.				<i>Target:</i> Up to 42 undead creatures, no two of which can be more than 30 ft. apart				
Haste	17	Fortitude negates (harmless)	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 14 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart				
Magic Circle against Good	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Suggestion	17	Will negates	1 standard action	14 hours or until completed	Close (60 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> Compels subject to follow stated course of action.				<i>Target:</i> One living creature				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Charm Monster	18	Will negates	1 standard action	14 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature				
Detect Scrying	18	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
<i>Effect:</i> Alerts you of magical eavesdropping.				<i>Target:</i> 40-ft.-radius emanation centered on you				
Fire Shield	18	None	1 standard action	14 rounds [D]	Personal	V, S, M/DF	No	Evocation
<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You				
Secure Shelter	18	None	10 minutes	28 hours [D]	Close (60 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Cloudkill	19	Fortitude partial; see text	1 standard action	14 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
Feeblemind	19	Will negates; see text	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject's Int and Cha drop to 1.				<i>Target:</i> One creature				

\* =Domain/Specialty Spell

## Sorcerer Spells

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Acid Fog	20	None	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Fog deals acid damage.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐ Antimagic Field	20	None	1 standard action	140 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				

### LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Phase Door	21	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
<i>Effect:</i> Creates an invisible passage through wood or stone.				<i>Target:</i> Ethereal 5 ft. by 8 ft. opening, 30 ft. deep				

\* =Domain/Speciality Spell