

Vash Female Half-Elf Sor7

NPC

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor7	Half-Elf	5'1"	Low-Light, Normal
CLASS	RACE	HEIGHT	VISION
7	Medium	128 lbs	0
TCL	EXPERIENCE	WEIGHT	POINTS
28000	0		
NEXT LEVEL	AGE	GENDER	EYES
		Female	HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	16	+3	16	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	19	+4	19	+4

HP hit points	49	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	11	10	11	10	0	0	1	0	0	0	Walk 30'
	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	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						10/5
✓ Bluff	CHA	12	=	4	+ 8.0	+
Knowledge (Arcana)	INT	11	=	3	+ 8.0	+
Knowledge (Architecture and Engineering)	INT	7	=	3	+ 4.0	+
Knowledge (Geography)	INT	6	=	3	+ 3.5	+
Knowledge (Nobility and Royalty)	INT	7	=	3	+ 4.5	+
Knowledge (Religion)	INT	5	=	3	+ 2.0	+
Spellcraft	INT	13	=	3	+ 8.0	+ 2
Use Magic Device	CHA	6	=	4	+ 2.0	+

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	+2	+4	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0		
WILLPOWER (wisdom)	+6	+5	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	+3	+1	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	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	Medium	Heavy		
43.0	86.0	130.0		
Lift over head	Lift off ground	Push / Drag		
130.0	260.0	650.0		

FEATS	
Armor Proficiency (Light)	See Text
Craft Magic Arms and Armor	See Text
Improved Unarmed Strike	See Text

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

Abyssal, Celestial, Common, Dwarven, Elven

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	2	0	0	0	0	0	0
PER DAY	6	7	7	5	0	0	0	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.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 7 minutes	60 ft.	V, S	No	Divination
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will negates (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes	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.	15	None	1 standard action	7 rounds	Medium (170 Feet)	V, S	No	Transmutation
□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	15	None	1 standard action	70 minutes [D]	Personal	V, S	No	Illusion (Glamer)
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 7 rounds	Close (40 Feet)	V	Yes (object)	Transmutation
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 700 lbs	15	None	1 standard action	7 hours	Close (40 Feet)	V, S, M	No	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	16	Fortitude negates	1 standard action	Permanent [D]	Medium (170 Feet)	V	Yes	Necromancy
□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	16	None	1 standard action	7 hours [D]	Touch	V, S, M	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□ Ray of Exhaustion <i>Effect:</i> Ray makes subject exhausted.	17	Fortitude partial; see text	1 standard action	7 minutes	Close (40 Feet)	V, S, M	Yes	Necromancy

* = Domain/Specialty Spell