

Xena Female Human Sor14

NPC

NAME	Sor14	182000	Human	Medium	4'11"	97 lbs	True Neutral
CLASS	14	105000	0	Female			Normal
TCL			AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	19	+4	19	+4
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP hit points	89	WOUNDS/CURRENT HP			
AC armor class	13	10	13	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+3	+3	+0		
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+7/+2				

SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED		
0	0	3	0	0	0	0	0	0	0	Walk 30'		
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	+4	+4	+0	+0		
REFLEX (dexterity)	+7	+4	+3	+0	+0		
WILLPOWER (wisdom)	+10	+9	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+8/+3	+7/+2	+1	+0	+0	
RANGED attack bonus	+10/+5	+7/+2	+3	+0	+0	
GRAPPLE attack bonus	+8/+3	+7/+2	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Brew Potion	See Text
Dodge	See Text
Enlarge Spell	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Arcana))	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Concentration	CON	11	4	7.0	+
Decipher Script	INT	3	2	1.0	+
Knowledge (Arcana)	INT	16	2	14.0	+
Knowledge (Dungeoneering)	INT	7	2	5.5	+
Knowledge (Geography)	INT	2	2	0.5	+
Knowledge (History)	INT	7	2	5.0	+
Knowledge (Nature)	INT	5	2	3.0	+
Knowledge (Nobility and Royalty)	INT	8	2	6.0	+
Knowledge (The Planes)	INT	10	2	8.0	+
Spellcraft	INT	16	2	12.0	2
✓ Spot	WIS	7	1	6.0	+
✓ Swim	STR	2	1	1.0	+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

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

Aquan, Celestial, Common

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	8	7	7	7	7	5	3	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible]. <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	15	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. <i>Target:</i> Ray	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	15	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. <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures. <i>Target:</i> Cone-shaped burst	16	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You	16	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each. <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	16	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Force]
□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage. <i>Target:</i> Ray	16	None	1 standard action	14 minutes	Close (60 Feet)	V, S	Yes	Necromancy

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fog Cloud <i>Effect:</i> Fog obscures vision. <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high	17	None	1 standard action	140 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered. <i>Target:</i> One creature or object	17	Will negates (object)	1 standard action	Permanent until discharged	Close (60 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects. <i>Target:</i> You	17	None	1 standard action	140 minutes [D]	Personal	V, S, M	No	Divination
□□□□ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you. <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	17	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs. <i>Target:</i> Webs in a 20-ft.-radius spread	17	Reflex negates; see text	1 standard action	140 minutes [D]	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep. <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	18	Will negates	1 round	14 minutes	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects. <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst	18	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration
□□□□ Magic Circle against Good <i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes. <i>Target:</i> 10-ft.-radius emanation from touched creature	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Suggestion <i>Effect:</i> Compels subject to follow stated course of action. <i>Target:</i> One living creature	18	Will negates	1 standard action	14 hours or until completed	Close (60 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally. <i>Target:</i> One living creature	19	Will negates	1 standard action	14 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping. <i>Target:</i> 40-ft.-radius emanation centered on you	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
□□□□ Globe of Invulnerability (Lesser) <i>Effect:</i> Stops 1st- through 3rd-level spell effects. <i>Target:</i> 10-ft.-radius spherical emanation, centered on you	19	None	1 standard action	14 rounds [D]	10 ft.	V, S, M	No	Abjuration
□□□□ Secure Shelter <i>Effect:</i> Creates sturdy cottage. <i>Target:</i> 20 ft. square structure	19	None	10 minutes	28 hours [D]	Close (60 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal. <i>Target:</i> One creature	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
□□□□ Cloudkill <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	20	Fortitude partial; see text	1 standard action	14 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)
□□□□ Transmute Mud to Rock <i>Effect:</i> Transforms two 10-ft. cubes per level. <i>Target:</i> Up to 28 10 ft. cubes [S]	20	See text	1 standard action	Permanent	Medium (240 Feet)	V, S, M/DF	No	Transmutation [Earth]

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Circle of Death <i>Effect:</i> Kills 14d4 HD of creatures. <i>Target:</i> Several living creatures within a 40-ft.-radius burst	21	Fortitude negates	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M	Yes	Necromancy [Death]

* =Domain/Specialty Spell

Sorcerer Spells

□□□□□ Suggestion, Mass	21	Will negates	1 standard action	14 hours or until completed	Medium (240 Feet)	V, M	Yes	Enchantment (Compulsion)
<i>Effect:</i> As suggestion, plus 14 subjects.			<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart					

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 14d6 fire damage; you can postpone blast for 5 rounds.			<i>Target:</i> 20-ft.-radius spread					

* =Domain/Speciality Spell