

Ingrid Female Human Sor17

NAME	
Sor17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	18	+4	18	+4
CON Constitution	13	+1	13	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	15	+2	15	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +5	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+11	= +5	+ +4	+ +0	+ +2	+	
WILLPOWER (wisdom)	+11	= +10	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	= +8/+3	+ +4	+ +0	+ +0	+
RANGED attack bonus	+12/+7	= +8/+3	+ +4	+ +0	+ +0	+
GRAPPLE attack bonus	+12/+7	= +8/+3	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Combat Casting	See Text
Craft Staff	See Text
Investigator	See Text
Lightning Reflexes	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION		
AC armor class	14	:	10	:	14	:	10	+	0	:
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	
									SHIELD BONUS	
									STAT MODIFIER	
									SIZE MODIFIER	
									NATURAL ARMOR	
									MISC MODIFIER	
									MISS CHANCE	

INITIATIVE	modifier	+4	=	+4	+	+0
	TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK	bonus	+8/+3				

DEITY	
4'11"	103 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Evil

ALIGNMENT	
Normal	
VISION	
0	
POINTS	

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

		FAILURE		PENALTY			
SKILLS				MAX RANKS		20/10	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Bluff	CHA	21	= 2	+ 19.0	+	
✓	Concentration	CON	19	= 1	+ 18.0	+	
✓	Gather Information	CHA	4	= 2	+ 0.5	+ 2	
	Knowledge (Arcana)	INT	21	= 2	+ 19.0	+	
	Knowledge (Dungeoneering)	INT	9	= 2	+ 7.0	+	
	Knowledge (Local)	INT	4	= 2	+ 2.0	+	
	Knowledge (Religion)	INT	5	= 2	+ 3.0	+	
	Knowledge (The Planes)	INT	3	= 2	+ 1.0	+	
✓	Sense Motive	WIS	5	= 1	+ 4.0	+	
	Spellcraft	INT	23	= 2	+ 19.0	+ 2	
				=	+	+	
✓ : can be used untrained. x : exclusive skills							

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability
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

Celestial, Common, Undercommon

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	0	0	0	0
PER DAY	6	7	7	6	6	6	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.	12	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	12	None	1 standard action	17 minute [D] <i>Target:</i> One missile of acid	Medium (270 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	17 rounds [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	12	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	12	Will disbelief (if interacted with)	1 standard action	17 rounds [D] <i>Target:</i> Illusory sounds	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	170 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	12	See text	1 standard action	17 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	170 minutes <i>Target:</i> You	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.	13	None	1 standard action	17 rounds	Medium (270 Feet)	V, S	No	Transmutation
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	13	None	1 standard action	17 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1700 lbs	13	None	1 standard action	17 hours	Close (65 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	13	None	1 standard action	17 minutes <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	13	None	1 standard action	17 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 6 rounds.	14	None	1 standard action	6 rounds	Long (1080 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 17 minutes.	14	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	14	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□□ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 17 rounds.	14	Reflex negates	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]
□□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	14	Will negates	1 standard action	Concentration + 2 rounds <i>Target:</i> Colorful lights in a 10-ft.-radius spread	Medium (270 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	15	Will negates (harmless)	1 standard action	17 rounds [D] <i>Target:</i> Creature touched	Touch	V, M	Yes (harmless)	Illusion (Glamer)
□□□□□ Magic Circle against Good <i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.	15	Will negates (harmless)	1 standard action	170 minutes <i>Target:</i> 10-ft.-radius emanation from touched creature	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	15	None	1 standard action	17 rounds <i>Target:</i> Cylinder 40	Long (1080 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
□□□□□ Slow <i>Effect:</i> 17 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	15	Will negates	1 standard action	17 rounds <i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart	Close (65 Feet)	V, S, M	Yes	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Contagion <i>Effect:</i> Infects subject with chosen disease.	16	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	16	Will negates (harmless)	1 standard action	17 rounds [D] <i>Target:</i> You or creature touched	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	16	Will negates	1 standard action	Concentration + 17 rounds [D] <i>Target:</i> Colorful lights with a 20-ft.-radius spread	Medium (270 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Scrying <i>Effect:</i> Spies on subject from a distance.	16	Will negates	1 hour	17 minutes <i>Target:</i> Magical sensor	See text	V, S, M/DF, F	Yes	Divination (Scrying)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Mage's Private Sanctum <i>Effect:</i> Prevents anyone from viewing or scrying an area for 24 hours.	17	None	10 minutes	24 hours [D] <i>Target:</i> 510 ft. cube [S]	Close (65 Feet)	V, S, M	No	Abjuration
□□□□□ Mirage Arcana <i>Effect:</i> As hallucinatory terrain, plus structures.	17	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D] <i>Target:</i> 17 20-ft. cubes [S]	Long (1080 Feet)	V, S	No	Illusion (Glamer)
□□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1700 miles.	17	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)
□□□□□ Wall of Force <i>Effect:</i> Wall is immune to damage.	17	None	1 standard action	17 rounds [D] <i>Target:</i> Wall whose area is up to 17 10-ft. squares	Close (65 Feet)	V, S, M	No	Evocation [Force]

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Chain Lightning	18	Reflex half	1 standard action	Instantaneous	Long (1080 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 17d6 damage; 17 secondary bolts each deal half damage.								
□□□□ Flesh to Stone	18	Fortitude negates	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Turns subject creature into statue.								
□□□□ Forceful Hand	18	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Hand pushes creatures away.								
<i>Target:</i> 10-ft. hand								

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Banishment	19	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.								
□□□□ Finger of Death	19	Fortitude partial	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Kills one subject.								
□□□□ Vision	19	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
<i>Effect:</i> As legend lore, but quicker and strenuous.								
<i>Target:</i> You								

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster, Mass	20	Will negates	1 standard action	17 days	Close (65 Feet)	V	Yes	Enchantment (Charm)
<i>Effect:</i> As charm monster, but all within 30 ft.								
□□□□ Irresistible Dance	20	None	1 standard action	1d4+1 rounds	Touch	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Forces subject to dance.								
<i>Target:</i> Living creature touched								

* =Domain/Speciality Spell