

Jebbedo Male Gnome Sor15

NPC

Lawful Good

NAME
Sor15
CLASS
210000
EXPERIENCE
15
TCL
120000
NEXT LEVEL

PLAYERNAME
Gnome
RACE
Small
SIZE
0
AGE
Male
GENDER

DEITY
3'4"
HEIGHT
44 lbs
WEIGHT
EYES
HAIR
POINTS

ALIGNMENT
Low-Light, Normal
VISION
0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	21	+5	21	+5

HP hit points	66	WOUNDS/CURRENT HP			
AC armor class	12	11	12	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

SUBDUAL DAMAGE					DAMAGE REDUCTION				
0	0	1	1	0	0	0	0	0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SPEED		
Walk 20'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+1	+1	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+7/+2		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Craft (Weaponsmithing)	INT	18	= 1	+ 17.0	+
✓ Hide	DEX	12	= 1	+ 7.0	+ 4
Knowledge (Nobility and Royalty)	INT	1	= 1	+ 0.5	+
Knowledge (Religion)	INT	7	= 1	+ 6.5	+
✓ Move Silently	DEX	7	= 1	+ 6.0	+
✓ Survival	WIS	9	= 4	+ 5.0	+

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+5	+2	+0	+0		
REFLEX (dexterity)	+6	+5	+1	+0	+0		
WILLPOWER (wisdom)	+13	+9	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	+7/+2	+1	+1	+0	
RANGED attack bonus	+9/+4	+7/+2	+1	+1	+0	
GRAPPLE attack bonus	+9/+4	+7/+2	+1	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d2+1	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	37.0	Medium	74.0	Heavy	112.0
Lift over head	112.0	Lift off ground	224.0	Push / Drag	560.0

FEATS	
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Craft Wondrous Item	See Text
Greater Spell Penetration	See Text
Spell Focus (Necromancy)	See Text
Spell Penetration	See Text

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against kobolds 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, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike	

LANGUAGES	
Common, Elven, Gnome	

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/Specialty Spell

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	3	2	0	0
PER DAY	6	8	7	7	7	7	6	4	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"/> Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<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	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
<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	15 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<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	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination
<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	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<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	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
<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	150 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"/> Enlarge Person <i>Effect:</i> Creatures size increases to next category	16	Fortitude negates	1 round	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
<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	15 minutes [D]	Personal	V, S	No	Transmutation
<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	15 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ventriloquism <i>Effect:</i> Throws voice for 15 minutes.	17	Will disbelief (if interacted with)	1 standard action	15 minutes [D]	Close (60 Feet)	V, F	No	Illusion (Figment)

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"/> Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	18	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	18	Will negates	1 standard action	Concentration + 2 rounds	Medium (250 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (250 Feet)	V	No	Transmutation
<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	150 minutes [D]	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Whispering Wind <i>Effect:</i> Sends a short message 15 miles.	17	None	1 standard action	No more than 15 hours or until discharged [destination is reached]	(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"/> Fly <i>Effect:</i> Subject flies at speed of 60 ft.	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gentle Repose <i>Effect:</i> Preserves one corpse.	19	Will negates (object)	1 standard action	15 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lightning Bolt <i>Effect:</i> Electricity deals 15d6 damage.	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow <i>Effect:</i> 15 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes	Transmutation

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"/> Black Tentacles <i>Effect:</i> Tentacles grapple all within 15 ft. spread.	19	None	1 standard action	15 rounds [D]	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	15 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Secure Shelter <i>Effect:</i> Creates sturdy cottage.	19	None	10 minutes	30 hours [D]	Close (60 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wall of Ice <i>Effect:</i> Ice plane creates wall with 30 hp or hemisphere can trap creatures inside.	19	Reflex negates; see text	1 standard action	15 minutes	Medium (250 Feet)	V, S, M	Yes	Evocation [Cold]

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animal Growth <i>Effect:</i> One animal/two levels doubles in size.	20	Fortitude negates	1 standard action	15 minutes	Medium (250 Feet)	V, S	Yes	Transmutation
□□□□ Cone of Cold <i>Effect:</i> 15d6 cold damage.	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□ Overland Flight <i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.	20	Will negates (harmless)	1 standard action	15 hours	Personal	V, S	Yes (harmless)	Transmutation
□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1500 miles.	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Flesh to Stone <i>Effect:</i> Turns subject creature into statue.	21	Fortitude negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Transmutation
□□□□ Globe of Invulnerability <i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.	21	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
□□□□ Undeath to Death <i>Effect:</i> Destroys 15d4 HD of undead.	22	Will negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M/DF	Yes	Necromancy [Death]

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Phase Door <i>Effect:</i> Creates an invisible passage through wood or stone.	22	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
□□□□ Waves of Exhaustion <i>Effect:</i> Several targets become exhausted.	23	No	1 standard action	Instantaneous	60 ft.	V, S	Yes	Necromancy

* =Domain/Speciality Spell