

Vigfus Male Human Sor17

NAME

Sor17

CLASS

272000

EXPERIENCE

17

153000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'4"

HEIGHT

246 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	17	+3	17	+3
WIS Wisdom	14	+2	14	+2
CHA Charisma	20	+5	20	+5

HP

hit points

94

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SAVING THROWS

FORTITUDE

(constitution)

+8

REFLEX

(dexterity)

+9

WILLPOWER

(wisdom)

+12

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+9/+4

RANGED

attack bonus

+12/+7

GRAPPLE

attack bonus

+9/+4

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+9/+4

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
Dodge	See Text
Extend Spell	See Text
Improved Unarmed Strike	See Text
Persuasive	See Text
Scribe Scroll	See Text

SKILLS		MAX RANKS		20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	9	=	1	+ 8.0 +
✓ Concentration	CON	23	=	3	+ 20.0 +
Craft (Bowmaking)	INT	13	=	3	+ 10.0 +
✓ Forgery	INT	11	=	3	+ 8.0 +
Knowledge (Arcana)	INT	20	=	3	+ 17.0 +
Knowledge (Dungeoneering)	INT	6	=	3	+ 3.0 +
Knowledge (Nature)	INT	12	=	3	+ 9.5 +
Knowledge (Nobility and Royalty)	INT	11	=	3	+ 8.5 +
✓ Sense Motive	WIS	4	=	2	+ 2.5 +
Spellcraft	INT	24	=	3	+ 19.0 + 2
✓ : 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
Common, Elven, Halfling, Orc

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous <i>Target:</i> One missile of acid	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 17 minutes [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.	15	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (65 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (65 Feet)	V, S	Yes	Necromancy
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	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)
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (65 Feet)	V, S	No	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	170 minutes <i>Target:</i> 17 creatures	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	17 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 17 rounds <i>Target:</i> 17 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	Close (65 Feet)	V	Yes (object)	Transmutation
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D] <i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	17 days [D] <i>Target:</i> One touched object weighing up to 85 lbs	Touch	V, S, F	No	Illusion (Glamour)
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	17 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	17 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Medium (270 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	17	Fortitude negates	1 standard action	1d6+2 rounds <i>Target:</i> Living humanoid touched	Touch	V, S, M	Yes	Necromancy
□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged <i>Target:</i> One creature or object	Close (65 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	170 minutes [D] <i>Target:</i> You	Personal	V, S, M	No	Divination

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.	18	Will negates	1 round	17 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Flame Arrow <i>Effect:</i> Deals arrow +1d6 fire damage.	18	None	1 standard action	170 minutes <i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting	Close (65 Feet)	V, S, M	No	Transmutation [Fire]
□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher.	18	Will negates; see text	1 minute or longer; see text	17 days [D] <i>Target:</i> One creature or object	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	18	None	1 standard action	17 rounds <i>Target:</i> Cylinder 40	Long (1080 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]

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.	19	Will negates	1 standard action	17 days <i>Target:</i> One living creature	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Confusion <i>Effect:</i> Subjects behave oddly for 17 rounds.	19	Will negates	1 standard action	17 rounds <i>Target:</i> All creatures in a 15-ft. radius burst	Medium (270 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Shout <i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.	19	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous <i>Target:</i> Cone-shaped burst	30 ft.	V	Yes (object)	Evocation [Sonic]
□□□□ Wall of Fire <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+17 damage	19	None	1 standard action	Concentration + 17 rounds <i>Target:</i> Opaque sheet of flame up to 340 ft. long or a ring of fire with a radius of up to 40 ft; either form 20 ft. high	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cone of Cold <i>Effect:</i> 17d6 cold damage.	20	Reflex half	1 standard action	Instantaneous <i>Target:</i> Cone-shaped burst	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□ Mage's Faithful Hound <i>Effect:</i> Phantom dog can guard, attack.	20	None	1 standard action	17 hours or until discharged, then 17 rounds; see text <i>Target:</i> Phantom watchdog	Close (65 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Permanency <i>Effect:</i> Makes certain spells permanent.	20	None	2 rounds	Permanent; see text <i>Target:</i> See text	See text	V, S, XP	No	Universal
□□□□ Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	20	Will negates	10 minutes	See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Legend Lore	21	None	See text	See text	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Lets you learn tales about a person, place, or thing.								
Programmed Image	21	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 17 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, plus triggered by event.								
Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.								
<i>Target:</i> One symbol								

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Banishment	22	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.								
Grasping Hand	22	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, F/DF	Yes	Evocation [Force]
<i>Effect:</i> Hand provides cover, pushes, or grapples.								
Power Word Blind	22	None	1 standard action	See text	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Blinds creature with 200 hp or less.								
<i>Target:</i> One creature with 200 hp or less								

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Iron Body	23	None	1 standard action	17 minutes [D]	Personal	V, S, M/DF	No	Transmutation
<i>Effect:</i> Your body becomes living iron.								
Power Word Stun	23	None	1 standard action	See text	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Stuns creature with 150 hp or less.								
<i>Target:</i> One creature with 150 hp or less								

* =Domain/Speciality Spell