

Dimble Male Gnome Sor15

NPC

Lawful Neutral

NAME
Sor15
CLASS
15
TCL
210000
EXPERIENCE
120000
NEXT LEVEL

PLAYERNAME
Gnome
RACE
0
AGE
Small
SIZE
Male
GENDER

DEITY
3'6"
HEIGHT
46 lbs
WEIGHT
EYES
HAIR

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP	AC	INITIATIVE	BASE ATTACK
96	12	+1	+7/+2

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION

SPEED		
Walk 20'		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+5	+4	+0	+0		
REFLEX (dexterity)	+6	+5	+1	+0	+0		
WILLPOWER (wisdom)	+12	+9	+1	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+8/+3	+7/+2	+0	+1	+0	
RANGED attack bonus	+9/+4	+7/+2	+1	+1	+0	
GRAPPLE attack bonus	+8/+3	+7/+2	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d2	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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Combat Casting	See Text
Craft Rod	See Text
Iron Will	See Text
Negotiator	See Text
Silent Spell	See Text
Skill Focus (Concentration)	See Text

WOUNDS/CURRENT HP	FLAT	TOUCH	BASE
	11	12	10

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Appraise	INT	8	= 4	+ 4.5 +
✓ Balance	DEX	8	= 1	+ 7.0 +
✓ Concentration	CON	22	= 4	+ 18.0 +
✓ Diplomacy	CHA	13	= 5	+ 4.5 + 4
Knowledge (Arcana)	INT	21	= 4	+ 17.0 +
Knowledge (Architecture and Engineering)	INT	10	= 4	+ 6.0 +
Knowledge (Geography)	INT	9	= 4	+ 5.0 +
Knowledge (Nobility and Royalty)	INT	12	= 4	+ 8.5 +
Knowledge (The Planes)	INT	8	= 4	+ 4.5 +
Perform (Sing)	CHA	5	= 5	+ 0.5 +
✓ Spot	WIS	6	= 1	+ 5.0 +
Use Magic Device	CHA	7	= 5	+ 2.5 +

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.
- +4 to Concentration to use spell or spelllike ability
- 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, Dwarven, Elven, Gnome, Goblin, Orc

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"/> <input type="checkbox"/> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Arcane Mark <i>Effect:</i> Inscribe 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"/> <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"/> <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"/> <input type="checkbox"/> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation	Close (60 Feet)	V, S	No	Divination
<input type="checkbox"/> <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	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft. 15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/> <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"/> <input type="checkbox"/> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> Ray 150 minutes	Personal	V, S, F	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	15 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

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"/> <input type="checkbox"/> Animate Rope <i>Effect:</i> Makes a rope move at your command.	16	None	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hold Portal <i>Effect:</i> Holds door shut.	16	None	1 standard action	15 minutes [D]	Medium (250 Feet)	V	No	Abjuration
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	16	None	1 standard action	15 minutes	Close (60 Feet)	V, S	Yes	Necromancy
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	15 minutes [D]	Personal	V, S	No	Abjuration [Force]

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"/> <input type="checkbox"/> Alter Self <i>Effect:</i> Assume form of a similar creature.	17	None	1 standard action	150 minutes [D]	Personal	V, S	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 15 minutes.	17	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	17	None	1 standard action	15 minutes	Long (1000 Feet)	V, S, F/DF	No	Divination
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scare <i>Effect:</i> Panics creatures of less than 6 HD.	17	Will partial	1 standard action	15 rounds or 1 round; see text	Medium (250 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

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"/> <input type="checkbox"/> Blink <i>Effect:</i> You randomly vanish and reappear for 15 rounds.	18	None	1 standard action	15 rounds [D]	Personal	V, S	No	Transmutation
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	18	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hold Person <i>Effect:</i> Paralyzes one humanoid for 15 rounds.	18	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rage <i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.	18	None	1 standard action	Concentration + 15 rounds [D]	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]

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"/> <input type="checkbox"/> Contagion <i>Effect:</i> Infects subject with chosen disease.	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Reduce Person, Mass <i>Effect:</i> Reduces several creatures.	19	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"/> <input type="checkbox"/> Shadow Conjunction <i>Effect:</i> Mimics conjunction below 4th level, but only 20% real.	20	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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	30 ft.	V	Yes (object)	Evocation [Sonic]

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Baleful Polymorph	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.				<i>Target:</i> One creature				
☐☐☐☐ Hold Monster	20	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As hold person, but any creature.				<i>Target:</i> One living creature				
☐☐☐☐ Interposing Hand	20	None	1 standard action	15 rounds [D]	Medium (250 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Hand provides cover against one opponent.				<i>Target:</i> 10-ft. hand				
☐☐☐☐ Persistent Image	21	Will disbelief (if interacted with)	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, but no concentration required.				<i>Target:</i> Visual figment that cannot extend beyond 19 10-ft. cubes [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (1000 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 15d6 damage; 15 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 15 secondary targets [each of which must be within 30 ft. of the primary target]				
☐☐☐☐ Circle of Death	21	Fortitude negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Kills 15d4 HD of creatures.				<i>Target:</i> Several living creatures within a 40-ft.-radius burst				
☐☐☐☐ Heroism, Greater	21	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				<i>Target:</i> Creature touched				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Invisibility, Mass	23	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but affects all in range.				<i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart				
☐☐☐☐ Prismatic Spray	22	See text	1 standard action	Instantaneous	60 ft.	V, S	Yes	Evocation
<i>Effect:</i> Rays hit subjects with variety of effects.				<i>Target:</i> Cone-shaped burst				

* =Domain/Speciality Spell