

Hrefna Female Human Sor14

NPC

NAME	182000	PLAYERNAME	Human	DEITY	5'10"	170 lbs	True Neutral
CLASS	EXPERIENCE	RACE	Medium	SIZE	HEIGHT	WEIGHT	ALIGNMENT
14	105000	0	Female	GENDER	EYES	HAIR	Normal
TCL	NEXT LEVEL	AGE					VISION
							0
							POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	14	+2	14	+2
INT Intelligence	20	+5	20	+5
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	57	WOUNDS/CURRENT HP	
AC armor class	12	TOTAL	FLAT : 10 : TOUCH : 12 = BASE : 10 + ARMOR BONUS : 0 + SHIELD BONUS : 0 + STAT MODIFIER : 2 + SIZE MODIFIER : 0 + NATURAL ARMOR : 0 + MISC MODIFIER : 0
INITIATIVE modifier	+2	TOTAL	+2 = +2 (DEX MODIFIER) + +0 (MISC MODIFIER)
BASE ATTACK bonus	+7/+2		

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	+4	+2	+0	+0		
REFLEX (dexterity)	+6	+4	+2	+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	+9/+4	+7/+2	+2	+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	Medium	Heavy	
50.0	100.0	150.0	
Lift over head	Lift off ground	Push / Drag	750.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Arcana))	See Text
Spell Penetration	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Balance	DEX	8	= 2	+ 6.0	
✓ Bluff	CHA	20	= 4	+ 16.0	
✓ Concentration	CON	19	= 2	+ 17.0	
Knowledge (Arcana)	INT	17	= 5	+ 12.0	
Knowledge (Dungeoneering)	INT	9	= 5	+ 4.5	
Knowledge (History)	INT	9	= 5	+ 4.0	
Knowledge (Local)	INT	8	= 5	+ 3.0	
Knowledge (Nature)	INT	7	= 5	+ 2.5	
Knowledge (Religion)	INT	7	= 5	+ 2.5	
✓ Move Silently	DEX	10	= 2	+ 8.0	
Spellcraft	INT	24	= 5	+ 17.0	2
✓ Spot	WIS	8	= 1	+ 7.0	

✓ : 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

Auran, Common, Dwarven, Sylvan, Undercommon

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	7	7	7	7	6	5	3	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	14 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	14 hour	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Chill Touch <i>Effect:</i> 14 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Floating Disk <i>Effect:</i> Holds 3-ft.-diameter horizontal disk that holds 1400 lbs	15	None	1 standard action	14 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Hold Portal <i>Effect:</i> Holds door shut.	15	None	1 standard action	14 minutes [D]	Medium (240 Feet)	V	No	Abjuration
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	2d4 rounds [D]	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	16	Will negates	1 standard action	14 round	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	16	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 14 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	16	None	1 standard action	140 minutes [D]	Personal	V, S, M	No	Divination
□□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	16	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
□□□□□ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
□□□□□ Haste <i>Effect:</i> 14 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	17	Fortitude negates (harmless)	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
□□□□□ Water Breathing <i>Effect:</i> Subjects can breathe underwater.	17	Will negates (harmless)	1 standard action	28 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Confusion <i>Effect:</i> Subjects behave oddly for 14 rounds.	18	Will negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Dimension Door <i>Effect:</i> Teleports you short distance.	18	None and Will negates (object)	1 standard action	Instantaneous	Long (960 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
□□□□□ Remove Curse <i>Effect:</i> Frees object or person from curse.	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Shadow Conjuration <i>Effect:</i> Mimics conjuration below 4th level, but only 20% real.	18	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
□□□□□ Shadow Evocation <i>Effect:</i> Mimics evocation below 5th level, but only 20% real.	19	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
□□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1400 miles.	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Heroism, Greater	20	Will negates (harmless)	1 standard action	14 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				
□□□□ Symbol of Persuasion	20	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
□□□□ Spell Turning	21	None	1 standard action	Until expended or 140 minutes	Personal	V, S, M/DF No		Abjuration
<i>Effect:</i> Reflect 1d4+6 spell levels back at caster.				<i>Target:</i> You				

* =Domain/Speciality Spell