

Taki Female Dwarf Sor7

NAME	
Sor7	42000
CLASS	EXPERIENCE
7	28000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
0	Female
AGE	GENDER

DEITY	
3'11"	144 lbs
HEIGHT	WEIGHT
	,
EYES	HAIR

Lawful Good
ALIGNMENT
Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	17	+3	17	+3

HP	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
hit points	61																			Walk 20'		
AC	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0		0	+0	0	
armor class	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE

INITIATIVE	modifier	+1	= +1	+ +0
TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK	bonus	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5
✓ Diplomacy	CHA	6	= 3	+ 3.0	+
✓ Gather Information	CHA	4	= 3	+ 1.0	+
✓ Hide	DEX	4	= 1	+ 3.5	+
Knowledge (History)	INT	3	= 1	+ 2.0	+
Knowledge (Nobility and Royalty)	INT	5	= 1	+ 4.0	+
Open Lock	DEX	5	= 1	+ 4.5	+
✓ : can be used untrained. ✗ : exclusive skills					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +2	+ +5	+ +0	+ +0		
REFLEX (dexterity)	+3	= +2	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+8	= +5	+ +1	+ +0	+ +2		

MELEE	attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED	attack bonus	+4	= +3	+ +1	+ +0	+ +0	
GRAPPLE	attack bonus	+4	= +3	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3+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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0	

FEATS	Iron Will	See Text
Skill Focus (Open Lock)	See Text	
Toughness (1x)	See Text	

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Stability
Stonecunning
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, Orc

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights	13	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.				<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□□ Detect Magic	13	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
□□□□□ Mage Hand	13	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Prestidigitation	13	See text	1 standard action	7 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
□□□□□ Read Magic	13	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
□□□□□ Enlarge Person	14	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Creatures size increases to next category				<i>Target:</i> One humanoid creature				
□□□□□ Identify	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<i>Effect:</i> Determines properties of magic item.				<i>Target:</i> One touched object				
□□□□□ Magic Missile	14	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 4 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□□ Protection from Evil	14	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow	15	None	1 standard action	3 rounds	Long (680 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds.				<i>Target:</i> One arrow of acid				
□□□□□ Darkness	15	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
□□□□□ Web	15	Reflex negates; see text	1 standard action	70 minutes [D]	Medium (170 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Deep Slumber	16	Will negates	1 round	7 minutes	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 10 HD of creatures to sleep.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
□□□□□ Halt Undead	16	Will negates (see text)	1 standard action	7 rounds	Medium (170 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Immobilizes undead for 7 rounds.				<i>Target:</i> Up to 21 undead creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell