

# Olya Female Human Sor13

# NPC

Neutral Good

NAME Sor13	156000	PLAYERNAME Human	Medium	DEITY	5'10"	170 lbs	ALIGNMENT Normal
CLASS 13	91000	RACE	Female	HEIGHT	WEIGHT	VISION	0
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	12	+1	12	+1
<b>DEX</b> Dexterity	18	+4	18	+4
<b>CON</b> Constitution	13	+1	13	+1
<b>INT</b> Intelligence	14	+2	14	+2
<b>WIS</b> Wisdom	12	+1	12	+1
<b>CHA</b> Charisma	20	+5	20	+5

<b>HP</b> hit points	45	WOUNDS/CURRENT HP			
<b>AC</b> armor class	14	10	14	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

SUBDUAL DAMAGE					DAMAGE REDUCTION				
0	0	4	0	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 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

<b>INITIATIVE</b> modifier	+4	+4	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+6/+1		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Concentration	CON	16	= 1	+ 15.0	16/8
Craft (Carpentry)	INT	17	= 2	+ 15.0	
Craft (Leatherworking)	INT	11	= 2	+ 9.0	
Craft (Weaponsmithing)	INT	4	= 2	+ 2.0	
Knowledge (Arcana)	INT	8	= 2	+ 6.0	
Knowledge (History)	INT	4	= 2	+ 2.5	
Knowledge (Nature)	INT	7	= 2	+ 5.0	
Spellcraft	INT	19	= 2	+ 15.0	2
Use Magic Device	CHA	10	= 5	+ 5.0	

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+4	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+8	+4	+4	+0	+0		
<b>WILLPOWER</b> (wisdom)	+9	+8	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+7/+2	+6/+1	+1	+0	+0	
<b>RANGED</b> attack bonus	+10/+5	+6/+1	+4	+0	+0	
<b>GRAPPLE</b> attack bonus	+7/+2	+6/+1	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	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	Medium	Heavy	
	43.0	86.0	130.0	
Lift over head	130.0	Lift off ground	260.0	Push / Drag
			650.0	

FEATS	
Craft Magic Arms and Armor	See Text
Craft Rod	See Text
Leadership	See Text
Spell Penetration	See Text
Toughness (1x)	See Text

## 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

Abyssal, Aquan, Common

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	3	2	0	0	0
PER DAY	6	8	7	7	7	7	4	0	0	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	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□ 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
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	13 hours	10 ft.	V, S	No	Universal
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	130 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation [Force]
□□□□ Mount <i>Effect:</i> Summons riding horse for 26 hours.	16	None	1 round	26 hours [D]	Close (55 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 13 minutes.	16	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	17	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 13 minutes.	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	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	Touch	V, S, M	Yes	Necromancy
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	17	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Fire]
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	130 minutes [D]	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Explosive Runes <i>Effect:</i> Deals 6d6 damage when read.	18	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Slow <i>Effect:</i> 13 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□ Summon Monster III <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round.	19	None	10 minutes	13 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
□□□□ Enlarge Person, Mass <i>Effect:</i> Enlarges several creatures.	19	Fortitude negates	1 round	13 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	19	Will negates	1 standard action	Concentration + 13 rounds [D]	Medium (230 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Wall of Ice <i>Effect:</i> Ice plane creates wall with 28 hp or hemisphere can trap creatures inside.	19	Reflex negates; see text	1 standard action	13 minutes	Medium (230 Feet)	V, S, M	Yes	Evocation [Cold]

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Passwall <i>Effect:</i> Creates passage through wood or stone wall.	20	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Transmutation
□□□□ Sending <i>Effect:</i> Delivers short message anywhere, instantly.	20	None	10 minutes	13 round; see text	See text	V, S, M/DF	No	Evocation
□□□□ Telepathic Bond <i>Effect:</i> Link lets allies communicate.	20	None	1 standard action	130 minutes [D]	Close (55 Feet)	V, S, M	No	Divination

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Disintegrate <i>Effect:</i> Makes one creature or object vanish.	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M/DF	Yes	Transmutation

\* =Domain/Specialty Spell

# Sorcerer Spells

□□□□	Globe of Invulnerability	21	None	1 standard action	13 rounds [D]	10 ft.	V, S, M	No	Abjuration
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*Effect:* As lesser globe of invulnerability, plus 4th-level spell effects.

*Target:* 10-ft.-radius spherical emanation, centered on you

\* =Domain/Speciality Spell