

Gudris Female Human Sor9

NAME

Sor9

CLASS

72000

EXPERIENCE

9

45000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'6"

HEIGHT

137 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

POINTS

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP hit points	30	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED														
AC armor class	14	TOTAL	10	FLAT	14	TOUCH	10	BASE	0	ARMOR BONUS	0	SHIELD BONUS	4	STAT MODIFIER	0	SIZE MODIFIER	0	NATURAL ARMOR	0	MISC MODIFIER	0	MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESISTANCE

INITIATIVE modifier	+4	TOTAL	+4	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+4					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+3	+1	+0	+0		
REFLEX (dexterity)	+7	+3	+4	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7	1d3+3	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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Combat Casting	See Text
Craft Rod	See Text
Scribe Scroll	See Text
Spell Penetration	See Text

SKILLS		MAX RANKS		12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Bluff	CHA	16	= 5	+ 11.0 +
✓ Concentration	CON	12	= 1	+ 11.0 +
✓ Hide	DEX	8	= 4	+ 4.0 +
Knowledge (Arcana)	INT	11	= 1	+ 10.0 +
Knowledge (The Planes)	INT	1	= 1	+ 0.5 +
Spellcraft	INT	7	= 1	+ 4.0 + 2
✓ Use Rope	DEX	7	= 4	+ 3.0 +
✓ : can be used untrained. x : exclusive skills				

SPECIAL ABILITIES
+4 to Concentration to use spll or spelllike ability
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, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	5	4	3	2	0	0	0	0	0
PER DAY	6	8	7	7	5	0	0	0	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.	15	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	90 minutes	Medium (190 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	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	9 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	9 days [D]	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	9 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ False Life <i>Effect:</i> Gain 1d10+9 temporary hp	17	None	1 standard action	9 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 9 rounds.	17	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ 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 (45 Feet)	V, S	Yes	Evocation [Fire]
□□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	18	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Phantasmal Killer <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
□□□□□ Solid Fog <i>Effect:</i> Blocks vision and slows movement.	19	None	1 standard action	9 minutes	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)

* =Domain/Speciality Spell