

Kolya Male Human Sor20

NAME

Sor20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	15	+2	15	+2
INT Intelligence	19	+4	19	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+8

=

+6

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+16

=

+12

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+10/+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+10/+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+10/+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+11/+6

DAMAGE

1d3+1

CRITICAL

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Staff	See Text
Craft Wondrous Item	See Text
Leadership	See Text
Persuasive	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (The Planes), Craft (Painting))	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

165 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP

hit points

95

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

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

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS		MAX RANKS 23/11.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	26	=	4	+ 20.0 + 2
✓ Concentration	CON	25	=	2	+ 23.0 +
Craft (Painting)	INT	9	=	4	+ 5.0 +
✓ Escape Artist	DEX	3	=	1	+ 2.5 +
✓ Hide	DEX	12	=	1	+ 11.0 +
Knowledge (Arcana)	INT	26	=	4	+ 22.0 +
Knowledge (Local)	INT	12	=	4	+ 8.5 +
Knowledge (Religion)	INT	11	=	4	+ 7.0 +
Knowledge (The Planes)	INT	14	=	4	+ 10.0 +
Perform (Dance)	CHA	5	=	4	+ 1.5 +
✓ Ride	DEX	8	=	1	+ 7.5 +
✓ Search	INT	11	=	4	+ 7.0 +
Tumble	DEX	7	=	1	+ 6.0 +
✓ : can be used untrained. ✕ : 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
Common, Draconic, Goblin, Ignan, Terran

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft. Concentration, up to 20 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	<i>Target:</i> Ray Instantaneous	Close (75 Feet)	V	Yes	Evocation [Light]
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Burst of light 200 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (75 Feet)	V, S	No	Transmutation
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	Close (75 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed 200 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	<i>Target:</i> You 20 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 40 hours.	15	None	1 standard action	40 hours [D] <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (75 Feet)	V, S, F/DF	No	Abjuration
□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	15	None	1 standard action	200 minutes [D] <i>Target:</i> You	Personal	V, S	No	Illusion (Glamour)
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (300 Feet)	V, S	Yes	Evocation [Force]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	20 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]
□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	Concentration <i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]	Long (1200 Feet)	V, S, F	No	Illusion (Figment)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	20 minutes [D] <i>Target:</i> Creature touched	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 20 minutes.	16	Will negates (harmless)	1 standard action	20 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	20 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ False Life <i>Effect:</i> Gain 1d10+10 temporary hp	16	None	1 standard action	20 hours or until discharged; see text <i>Target:</i> You	Personal	V, S, M	No	Necromancy
□□□□ Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 20 minutes.	16	Will negates (harmless)	1 standard action	20 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep.	17	Will negates	1 round	20 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Heroism <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	17	Will negates (harmless)	1 standard action	200 minutes <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	20 minutes [D] <i>Target:</i> 10-ft.-radius emanation around the creature or object touched	Personal or touch	V, S, M	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	17	None	10 minutes	Permanent <i>Target:</i> Page touched, up to 3 sq. ft. in size	Touch	V, S, M	No	Transmutation

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+20 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D] <i>Target:</i> Object touched	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□ Minor Creation <i>Effect:</i> Creates one cloth or wood object.	18	None	1 minute	20 hours [D] <i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level	0 ft.	V, S, M	No	Conjuration (Creation)
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	18	None	1 standard action	20 minutes [D] <i>Target:</i> Willing living creature touched	Touch	V, S, M	No	Transmutation
□□□□ Stoneskin <i>Effect:</i> Ignore 10 points of damage per attack.	18	Will negates (harmless)	1 standard action	200 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Abjuration

## 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 <i>Target:</i> One creature	Close (75 Feet)	V, S	Yes	Transmutation
□□□□ Dismissal <i>Effect:</i> Forces a creature to return to native plane.	19	Will negates; see text	1 standard action	Instantaneous <i>Target:</i> One extraplanar creature	Close (75 Feet)	V, S, DF	Yes	Abjuration
□□□□ Mage's Faithful Hound <i>Effect:</i> Phantom dog can guard, attack.	19	None	1 standard action	20 hours or until discharged, then 20 rounds; see text <i>Target:</i> Phantom watchdog	Close (75 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Mage's Private Sanctum <i>Effect:</i> Prevents anyone from viewing or scrying an area for 24 hours.	19	None	10 minutes	24 hours [D] <i>Target:</i> 600 ft. cube [S]	Close (75 Feet)	V, S, M	No	Abjuration

\* =Domain/Specialty Spell

## Sorcerer Spells

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Eyebite	20	Fortitude negates	1 standard action	20 round per three levels; see text	Close (75 Feet)	V, S	Yes	Necromancy [Evil]
Effect: Target becomes panicked, sickened, and comatose.				Target: One living creature				
☐☐☐☐☐ Guards and Wards	20	See text	30 minutes	40 hours [D]	Anywhere within the V, S, M, F area to be warded	See text		Abjuration
Effect: Array of magic effects protect area.				Target: Up to 4000 sq. ft [S]				
☐☐☐☐☐ Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M/DF	Yes	Necromancy [Death]
Effect: Destroys 20d4 HD of undead.				Target: Several undead creatures within a 40-ft.-radius burst				

### LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Delayed Blast Fireball	21	Reflex half	1 standard action	5 rounds or less; see text	Long (1200 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 20d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				
☐☐☐☐☐ Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐ Summon Monster VII	21	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

### LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Moment of Prescience	22	None	1 standard action	20 hours or until discharged	Personal	V, S	No	Divination
<i>Effect:</i> You gain insight bonus on single attack roll, check, or save.				<i>Target:</i> You				
☐☐☐☐☐ Prismatic Wall	22	See text	1 standard action	200 minutes [D]	Close (75 Feet)	V, S	See text	Abjuration
<i>Effect:</i> Wall's colors have array of effects.				<i>Target:</i> Wall 80 ft wide, 40 ft high				
☐☐☐☐☐ Screen	22	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (75 Feet)	V, S	No	Illusion (Glamour)
<i>Effect:</i> Illusion hides area from vision, scrying.				<i>Target:</i> 20 30-ft. cubes [S]				

### LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Mage's Disjunction	23	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V	No	Abjuration
<i>Effect:</i> Dispels magic, disenchant magic items.				<i>Target:</i> All magical effects and magic items within a 40-ft.-radius burst				
☐☐☐☐☐ Summon Monster IX	23	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Wail of the Banshee	23	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Necromancy [Death, Sonic]
<i>Effect:</i> Kills 20 creatures.				<i>Target:</i> 20 living creatures within a 40-ft.-radius spread				

\* =Domain/Speciality Spell