

Woar

NAME

Sor1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Human

RACE

Medium

AGE

16

GENDER

Male

DEITY

5' 8"

HEIGHT

170 lbs.

EYES

HAIR

Neutral Good

ALIGNMENT

VISION

84

POINTS

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 8 | -1 | 8 | -1 | 8 | -1 |
| DEX Dexterity | 14 | +2 | 14 | +2 | 14 | +2 |
| CON Constitution | 12 | +1 | 12 | +1 | 12 | +1 |
| INT Intelligence | 12 | +1 | 12 | +1 | 12 | +1 |
| WIS Wisdom | 10 | +0 | 10 | +0 | 10 | +0 |
| CHA Charisma | 18 | +4 | 18 | +4 | 18 | +4 |

HP
hit points

5

AC
armor class

12

INITIATIVE
modifier

+2

BASE ATTACK
bonus

+0

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

MELEE
attack bonus

-1

=

+0

+

-1

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

-1

=

+0

+

-1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Quarterstaff

HAND

TYPE

SIZE

CRITICAL

REACH

TOTAL ATTACK BONUS

DAMAGE

Special Properties

*Sling

HAND

TYPE

SIZE

CRITICAL

REACH

TH

30 ft.

50 ft.

100 ft.

150 ft.

200 ft.

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

MISC MODIFIER

Appraise

INT

1

=

1

+

+

Balance

DEX

-1

=

2

+

-3

Bluff

CHA

8

=

4

+

4.0

+

Climb

STR

-4

=

-1

+

-3

Concentration

CON

4

=

1

+

3.0

+

Craft (Untrained)

INT

1

=

1

+

+

Diplomacy

CHA

5

=

4

+

1.0

+

Disguise

CHA

4

=

4

+

+

Escape Artist

DEX

-1

=

2

+

-3

Forgery

INT

1

=

1

+

+

Gather Information

CHA

4

=

4

+

+

Heal

WIS

0

=

0

+

+

Hide

DEX

-1

=

2

+

-3

Intimidate

CHA

4

=

4

+

+

Jump

STR

-10

=

-1

+

-9

Knowledge (Arcana)

INT

4

=

1

+

3.0

+

Listen

WIS

0

=

0

+

+

Move Silently

DEX

-1

=

2

+

-3

Ride

DEX

2

=

2

+

+

Search

INT

1

=

1

+

+

Sense Motive

WIS

0

=

0

+

+

Spellcraft

INT

5

=

1

+

4.0

+

Spot

WIS

0

=

0

+

+

Survival

WIS

0

=

0

+

+

Swim

STR

-7

=

-1

+

-6

Use Rope

DEX

2

=

2

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

| EQUIPMENT | | | | | |
|---|----------|-----|-------|---------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Backpack | Equipped | 1 | 2.0 | 2.0 | |
| 5.01 lbs., 1 Potion of Cure Light Wounds, 1 Rope (Silk/50 Ft.), 1 Scroll (Color Spray) | | | | | |
| Bullets, Sling (50) | Equipped | 1 | 25.0 | 0.5 | |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> | | | | | |
| Outfit (Peasant's) | Equipped | 1 | 2.0 | 0.0 | |
| Potion of Cure Light Wounds | Backpack | 1 | 0.0 | 50.0 | |
| <div><div></div></div> | | | | | |
| Quarterstaff | Carried | 1 | 4.0 | 0.0 | |
| Rope (Silk/50 Ft.) | Backpack | 1 | 5.0 | 10.0 | |
| Scroll (Color Spray) | Backpack | 1 | 0.01 | 25.0 | |
| <div><div></div></div> | | | | | |
| Sling | Equipped | 1 | 0.0 | 0.0 | |
| 0 lbs. | | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 36.01 | 87.5 gp | |
| | | | lbs. | | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|----|-----------------|-----|-------------|-----|
| Light | 26 | Medium | 53 | Heavy | 80 |
| Lift over head | 80 | Lift off ground | 160 | Push / Drag | 400 |

| SPECIAL ABILITIES |
|-------------------|
| Summon Familiar |

| FEATS |
|---|
| Infernal Sorcerer Heritage |
| Infernal Sorcerer Howl |
| Simple Weapon Proficiency |
| You make attack rolls with simple weapons normally. |

| PROFICIENCIES |
|---|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike |

| LANGUAGES |
|-------------------------|
| Common, Gnome, Literacy |

Sorcerer Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|------------|---------------|---|---------|------------------|-------------------------------|---------------------|
| □□□□□ Acid Splash | | None | 1 standard | Instantaneous | Close (25 ft.) | V, S | No | Conjuration (Creation) [Acid] | RSRD: SpellsA-B.rtf |
| <i>Effect:</i> Orb deals 1d3 acid damage. | | | | | <i>Target:</i> One missile of acid | | | Caster Level: 1 | |
| □□□□□ Electric Jolt | | None | 1 standard | Instantaneous | Close (25 ft.) | V,S | Yes | Evocation [Electricity] | SC: p.78 |
| <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage. | | | | | <i>Target:</i> Ray | | | Caster Level: 1 | |
| □□□□□ Mage Hand | | None | 1 standard | Concentration | Close (25 ft.) | V, S | No | Transmutation | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> 5-pound telekinesis. | | | | | <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. | | | Caster Level: 1 | |
| □□□□□ Read Magic | | None | 1 standard | 10 minutes | Personal | V, S, F | No | Divination | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | | <i>Target:</i> You | | | Caster Level: 1 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-------------------------|------------|---------------|---------------------------------|---------|------------------|--------------------------------|---------------------|
| □□□□□ Mage Armor | 15 | Will negates (harmless) | 1 standard | 1 hours [D] | Touch | V, S, F | No | Conjuration (Creation) [Force] | RSRD: SpellsM-O.rtf |
| <i>Effect:</i> Gives subject +4 armor bonus. | | | | | <i>Target:</i> Creature touched | | | Caster Level: 1 | |
| □□□□□ Orb of Acid, Lesser | | None | 1 standard | Instantaneous | Close (25 ft.) | V,S | No | Conjuration (Creation) [Acid] | SC: p.150 |
| <i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage. | | | | | <i>Target:</i> One orb of acid | | | Caster Level: 1 | |

* =Domain/Speciality Spell