

Blake

NAME

Sor6

CLASS

6

Character Level

15000

EXPERIENCE

23000

NEXT LEVEL

James R.

PLAYERNAME

Human

RACE

16

AGE

Medium

SIZE

Male

GENDER

6' 4"

HEIGHT

246 lbs.

WEIGHT

Neutral Evil

ALIGNMENT

VISION

25

POINTS

STR

Strength

10

+0

10

+0

10

+0

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

13

+1

13

+1

13

+1

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

18

+4

18

+4

18

+4

HP

hit points

52

AC

armor class

16

INITIATIVE

modifier

+3

BASE ATTACK

bonus

+3

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30 ft.

SPEED

FLAT

13

TOUCH

14

BASE

10

ARMOR BONUS

1

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

1

MISC

1

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

FORTITUDE

(constitution)

+5

=

+2

+

+2

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+2

+

+3

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+5

+

+0

+

+1

+

+0

+

+0

conditional modifiers

MELEE

attack bonus

+3

RANGED

attack bonus

+6

CMB

attack bonus

+3

Offense

+3

+3

+3

+3

+3

+3

Defense

18

18

18

18

18

18

UNARMED

TOTAL ATTACK BONUS

+3

DAMAGE

1d3

CRITICAL

20/x2

REACH

5 ft.

*Longbow +1 (Composite)

HAND

Both

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

TH

30 ft.

+7

110 ft.

+7

220 ft.

+5

330 ft.

+3

440 ft.

+1

Dam

1d8+1

1d8+1

1d8+1

1d8+1

1d8+1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Amulet of Natural Armor +1

+1

+0

0

*Bracers of Armor +1

+1

+0

0

*Ring of Protection +1

+1

+0

0

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/6

MISC MODIFIER

Acrobatics

DEX

3

=

3

+

+

Appraise

INT

1

=

1

+

+

Bluff

CHA

4

=

4

+

+

Climb

STR

0

=

0

+

+

Craft (Untrained)

INT

1

=

1

+

+

Craft (Weaponsmithing)

INT

10

=

1

+

6.0

+

3

Diplomacy

CHA

4

=

4

+

+

Disguise

CHA

4

=

4

+

+

Escape Artist

DEX

3

=

3

+

+

Heal

WIS

0

=

0

+

+

Intimidate

CHA

4

=

4

+

+

Knowledge (Arcana)

INT

10

=

1

+

6.0

+

3

Perception

WIS

0

=

0

+

+

Perform (Untrained)

CHA

4

=

4

+

+

Ride

DEX

3

=

3

+

+

Sense Motive

WIS

0

=

0

+

+

Spellcraft

INT

10

=

1

+

6.0

+

3

Spellcraft (Cast defensively)

INT

14

=

1

+

6.0

+

7

Stealth

DEX

3

=

3

+

+

Survival

WIS

0

=

0

+

+

Swim

STR

0

=

0

+

+

Use Magic Device

CHA

13

=

4

+

6.0

+

3

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0	
Arrows (50)	Carried	1	7.5	2.5	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
Arrows (50)	Equipped	1	7.5	2.5	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
Bracers of Armor +1	Equipped	1	1.0	1000.0	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Longbow +1 (Composite)	Equipped	1	3.0	2400.0	
0 lbs.					
Scholar's Outfit	Equipped	1	6.0	0.0	
Ring of Protection +1	Equipped	1	0.02	2000.0	
TOTAL WEIGHT CARRIED/VALUE			27.54	8405.0	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ATTACKS	
Acidic Ray (Su) You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+3 points of acid damage	
Long Limbs (Ex) Your reach increases to 5 feet whenever you make a melee touch attack. This ability does not increase your threatened area.	

SPECIAL QUALITIES	
Aberrant Bloodline There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.	
Cantrips (Sp) Sorcerers know a number of cantrips. They can cast these spells at will as a spell-like ability.	
Skilled (Ex) Humans gain an additional skill rank at first level and one additional rank whenever they gain a level	
Weapon Training (Ex) Humans are proficient with any one martial weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed	


FEATS	
Combat Casting You are skilled at casting spells when threatened or distracted.	
Craft Wondrous Item You can create wondrous items, a type of magic item.	
Greater Spell Focus (Evocation) Any spells you cast from your chosen school of magic are very hard to resist.	
Martial Weapon Proficiency (Longbow) You understand how to use your chosen martial weapon in combat.	
Spell Focus (Evocation) Any spells you cast of your chosen school of magic are more difficult to resist.	
Simple Weapon Proficiency You are trained in the use of basic weapons.	
Eschew Materials You can cast spells without material components.	

PROFICIENCIES	
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspike, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
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Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
	Dancing Lights		None	1 standard action	6 minutes [D]	Medium (160 ft.)	V, S	No	Evocation [Light]	PFRPGB: p.214
<i>Effect:</i> Creates torches or other lights.						<i>Target:</i> Up to four lights, all within a 10- ft.-radius area <i>Caster Level:</i> 6				
* =Domain/Specialty Spell										

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	14	Will negates	1 standard action	1 round	Close (40 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFRPGB: p.215
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination	PFRPGB: p.218
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Ghost Sound	14	Will disbelief	1 standard action	6 rounds [D]	Close (40 ft.)	V, S, M	No	Illusion (Figment)	PFRPGB: p.234
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds				
□□□□□ Light		None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	PFRPGB: p.245
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched				
□□□□□ Message		None	1 standard action	60 minutes	Medium (160 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFRPGB: p.250
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 6 creatures				
□□□□□ Prestidigitation	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	PFRPGB: p.256
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text				
□□□□□ Read Magic			1 standard action	60 minutes	Personal	V, S, F		Divination	PFRPGB: p.261
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Enlarge Person	15	Fortitude negates	1 round	6 minutes [D]	Close (40 ft.)	V, S, M	Yes	Transmutation	PFRPGB: p.225
<i>Effect:</i> Humanoid creature doubles in size.					<i>Target:</i> One humanoid creature				
□□□□□ Mage Armor	15	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	PFRPGB: p.246
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched				
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (170 ft.)	V, S	Yes	Evocation [Force]	PFRPGB: p.247
<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				
□□□□□ Ray of Enfeeblement		None	1 standard action	6 rounds	Close (40 ft.)	V, S	Yes	Necromancy	PFRPGB: p.260
<i>Effect:</i> Ray deals 1d6 +3 Str damage.					<i>Target:</i> Ray				
□□□□□ Shocking Grasp		None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	PFRPGB: p.270
<i>Effect:</i> Touch delivers 5d6 electricity damage.					<i>Target:</i> Creature or object touched				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Protection from Arrows	16	Will negates (harmless)	1 standard action	6 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration	PFRPGB: p.258
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched				
□□□□□ Scorching Ray		None	1 standard action	Instantaneous	Close (40 ft.)	V, S	Yes	Evocation [Fire]	PFRPGB: p.266
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 2 rays				
□□□□□ See Invisibility			1 standard action	60 minutes [D]	Personal	V, S, M		Divination	PFRPGB: p.267
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (680 ft.)	V, S, M	Yes	Evocation [Fire]	PFRPGB: p.230
<i>Effect:</i> 7d6 fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread				

* =Domain/Speciality Spell

