

Red31 Sor

CLASS

31

Character Level

0

EXPERIENCE

496000

NEXT LEVEL

Red Very Old

RACE

0

AGE

Gargantuan

SIZE

Maschio

GENDER

0 cm

HEIGHT

0 kg

WEIGHT

Chaotic Evil

ALIGNMENT

Blindsense (18 m),  
Darkvision (36 m),  
Keen Senses

VISION

60

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	36	+13	36	+13	36	+13
DEX Dexterity	10	+0	10	+0	10	+0
CON Constitution	26	+8	26	+8	26	+8
INT Intelligence	22	+6	22	+6	22	+6
WIS Wisdom	22	+6	22	+6	22	+6
CHA Charisma	22	+6	22	+6	22	+6

HP  
hit points

455

AC  
armor class

36

:

36

:

6

=

10

+

0

+

0

+

0

+

-4

+

30

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE  
modifier

+4

=

+0

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+26/+21/+16/+11/+

SAVING THROWS

FORTITUDE  
(constitution)

+25

=

+17

+

+8

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+19

=

+17

+

+0

+

+0

+

+2

+

+0

+

WILL  
(wisdom)

+25

=

+17

+

+6

+

+0

+

+2

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

conditional modifiers

MELEE  
attack bonus

+40/+35/+30/+25

=

+31/+26/+21/+16

+

+13

+

-4

+

+0

+

+0

+

RANGED  
attack bonus

+27/+22/+17/+12

=

+31/+26/+21/+16

+

+0

+

-4

+

+0

+

+0

+

GRAPPLE  
attack bonus

+56/+51/+46/+41

=

+31/+26/+21/+16

+

+13

+

+12

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+40/+35/+30/+25

1d8+13

20/x2

4,5 m

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

G

20/x2

4,5 ft.

TOTAL ATTACK BONUS

DAMAGE

+40

4d6+13

Special Properties

\*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

PS

G

20/x2

4,5 ft.

TOTAL ATTACK BONUS

DAMAGE

+35/+35

2d8+6

Special Properties

\*Wing

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

B

G

20/x2

4,5 ft.

TOTAL ATTACK BONUS

DAMAGE

+35/+35

2d6+6

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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Created using PCGen 5.16.0 RC2

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahooogroups.com with "OS Suggestion" in the subject line.

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*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+35		2d8+6				
Special Properties						

*Crush	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+35	4d6+6				
Special Properties					

*Tail Sweep		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+35		2d6+6				
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
Wing	Equipped	1	0.0	0.0	
Tail Slap	Equipped	1	0.0	0.0	
Crush	Equipped	1	0.0	0.0	
Tail Sweep	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	7360	Medium	14720	Heavy	22080
Lift over head	22080	Lift off ground	44160	Push / Drag	110400

SPECIAL ATTACKS	
<b>Breath Weapon (Su)</b> 60' Cone of Fire 18d10 Fire DC 33	
<b>Crush (Ex)</b> DC 33	
<b>Tail Sweep (Ex)</b>	
<b>Frightful Presence (Ex)</b> 270 ft DC 31, Your very presence unsettling to foes. It takes effect automatically when you perform some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.	

SPECIAL QUALITIES	
<b>Immunity To Fire (Ex)</b> You never take Fire damage	
<b>Immunity To Paralysis (Ex)</b> You can never be paralysed	
<b>Immunity To Sleep (Ex)</b> You are never subject to sleep effects	
<b>Red Dragon Domain Spell</b>	
<b>Vulnerability To Cold (Ex)</b> You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure	

FEATS	
<b>Awesome Blow</b> As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow.	
<b>Cleave</b> If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.	
<b>Flyby Attack</b> When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.	
<b>Great Cleave</b> This feat works like Cleave, except that there is no limit to the number of times you can use it per round.	
<b>Improved Bull Rush</b> When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.	
<b>Improved Initiative</b> You get a +4 bonus on initiative checks.	
<b>Iron Will</b> You get a +2 bonus on all Will saving throws.	
<b>Lightning Reflexes</b> You get a +2 bonus on all Reflex saving throws.	
<b>Power Attack</b> On your action, before making attack rolls for a round, you may choose to subtract up to 31 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Snatch</b> The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack.	
<b>Wingover</b> A flying creature with this feat can change direction quickly once each round as a free action.	

PROFICIENCIES	
Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Crush, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickel, Sling, Spear, Spells(Ray), Tail Slap, Tail Sweep, Unarmed Strike, Wing	

LANGUAGES	
Draconic	

# 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	8	7	7	7	5	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Mark		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 13	
□□□□□ Dancing Lights		None	1 standard action	13 minute [D]	Medium (69 m)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<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> 13	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Light		None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (16,5 m)	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.			<i>Caster Level:</i> 13	
□□□□□ Read Magic		None	1 standard action	130 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Touch of Fatigue	16	Fortitude negates	1 standard action	13 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm		None	1 standard action	26 hours [D]	Close (16,5 m)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 26 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 13	
□□□□□ Chill Touch	17	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> 13 touches deal 1d6 damage and possibly 1 Str damage.					<i>Target:</i> Up to 13 Creatures touched			<i>Caster Level:</i> 13	
□□□□□ Mage Armor	17	Will negates (harmless)	1 standard action	13 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			<i>Caster Level:</i> 13	
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (69 m)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5 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			<i>Caster Level:</i> 13	
□□□□□ Shield		None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 13	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Invisibility	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 13 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 1300 lbs			<i>Caster Level:</i> 13	
□□□□□ Mirror Image		None	1 standard action	13 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Creates decoy duplicates of you [1d4 +4, max 8].					<i>Target:</i> You			<i>Caster Level:</i> 13	

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (276 m)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 10d6 fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 13	
□□□□□ Haste	19	Fortitude negates (harmless)	1 standard action	13 rounds	Close (16,5 m)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 13 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□ Lightning Bolt	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 10d6 damage.					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 13	
□□□□□ Vampiric Touch		None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch deals 6d6 damage; caster gains damage as hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Enervation		None	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains 1d4 negative levels.					<i>Target:</i> Ray of negative energy			<i>Caster Level:</i> 13	
□□□□□ Fear	20	Will partial	1 standard action	13 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, RSRD: SpellsF-G.rtf Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subjects within cone flee for 13 rounds.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 13	

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (16,5 m)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	

\* =Domain/Speciality Spell

## Sorcerer Spells

□□□□□ Teleport	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Instantly transports you as far as 1300 miles.					<i>Target:</i> You and touched objects or other touched willing creatures			

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Chain Lightning	22	Reflex half	1 standard action	Instantaneous	Long (276 m)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> 13d6 damage; 13 secondary bolts each deal half damage.					<i>Target:</i> One primary target, plus 13 secondary targets [each of which must be within 30 ft. of the primary target]				
□□□□□ Globe of Invulnerability		None	1 standard action	13 rounds [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: