

Selene Varking

NAME

Sor9

CLASS

9

Character Level

36000

EXPERIENCE

45000

NEXT LEVEL

PLAYERNAME

Human

RACE

19

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

ALIGNMENT

VISION

-1

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

8

-1

8

-1

8

-1

DEX

10

+0

10

+0

10

+0

CON

12

+1

12

+1

12

+1

INT

14

+2

14

+2

14

+2

WIS

13

+1

13

+1

13

+1

CHA

17

+3

17

+3

17

+3

HP

41

hit points

AC

12

armor class

WOUNDS/CURRENT HP

12

FLAT

11

TOUCH

10

BASE

INITIATIVE

+4

modifier

BASE ATTACK

+4

bonus

SUBDUAL DAMAGE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

0

SIZE

1

NATURAL

1

MISC

MISS CHANCE

DAMAGE REDUCTION

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SPEED

Walk 9 m

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

12/6

MISC MODIFIER

✓ Bluff

CHA

15

=

3

+

12.0

+

✓ Concentration

CON

13

=

1

+

12.0

+

✓ Diplomacy

CHA

8

=

3

+

3.0

+

2

Knowledge (Arcana)

INT

14

=

2

+

12.0

+

✓ Ride

DEX

3

=

0

+

3.0

+

Spellcraft

INT

16

=

2

+

12.0

+

2

✓

=

+

+

✓

=

+

+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+6

=

+3

+

+1

+

+2

+

+0

+

+0

+

REFLEX

+7

=

+3

+

+0

+

+2

+

+2

+

+0

+

WILL

+11

=

+6

+

+1

+

+2

+

+2

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+3

=

+4

+

-1

+

+0

+

+0

+

+0

+

RANGED

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

GRAPPLE

+3

=

+4

+

-1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3-1

20/x2

1,5 m

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Natural Armor +1</b>	Equipped	1	0.0	2000.0
<b>Backpack</b> 0 kg	Equipped	1	1.0	2.0
<b>Cloak of Resistance +2</b>	Equipped	1	NaN	4000.0
<b>Explorer's Outfit</b>	Equipped	1	4.0	0.0
<b>Ring of Protection +1</b>	Equipped	1	0.0	2000.0
<b>Sack</b> 0 kg	Equipped	1	NaN	0.1
<b>Wand (Mage Armor/Wizard/1st)</b> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Equipped	1	0.0	750.0
<b>Wand of Magic Missile (1st level caster)</b> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Equipped	1	NaN	750.0
TOTAL WEIGHT CARRIED/VALUE			1,781 kg	9502.1 gp

WEIGHT ALLOWANCE					
Light	13	Medium	26,5	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200

SPECIAL ABILITIES	
Summon Familiar	

FEATS	
Craft Wand	You can create a wand of any 4th-level or lower spell that you know.
Improved Initiative	You get a +4 bonus on initiative checks.
Iron Will	You get a +2 bonus on all Will saving throws.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES	
Blowgun, 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(Ray), Unarmed Strike	

LANGUAGES	
Celestial, Common, Draconic	

# 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	7	7	7	4	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	13	Will negates	1 standard	1 round action	Close (13,5 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 9		
□□□□□ Detect Magic	13	None	1 standard	Concentration, up to 9 minutes [D] action	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> 9		
□□□□□ Detect Poison	13	None	1 standard	Instantaneous action	Close (13,5 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 9		
□□□□□ Light	13	None	1 standard	90 minutes [D] action	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> 9		
□□□□□ Mage Hand	13	None	1 standard	Concentration action	Close (13,5 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> 9		
□□□□□ Open/Close	13	Will negates (object)	1 standard	Instantaneous action	Close (13,5 m)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed		<i>Caster Level:</i> 9		
□□□□□ Read Magic	13	None	1 standard	90 minutes action	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> 9		
□□□□□ Resistance	13	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Person	14	Will negates	1 standard	9 hours action	Close (13,5 m)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 9		
□□□□□ Floating Disk	14	None	1 standard	9 hours action	Close (13,5 m)	V, S, M	No	Evocation [Force]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 900 lbs					<i>Target:</i> 3-ft.-diameter disk of force		<i>Caster Level:</i> 9		
□□□□□ Hypnotism	14	Will negates	1 round	2d4 rounds [D]	Close (13,5 m)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Fascinates 2d4 HD of creatures.					<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Shield	14	None	1 standard	9 minutes [D] action	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> 9		
□□□□□ Unseen Servant	14	None	1 standard	9 hours action	Close (13,5 m)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Invisible force obeys your commands.					<i>Target:</i> One invisible, mindless, shapeless servant		<i>Caster Level:</i> 9		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Self	15	None	1 standard	90 minutes [D] action	Personal	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Assume form of a similar creature.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Invisibility	15	Will negates (harmless) or Will negates (harmless, object)	1 standard	9 minutes [D] action	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 9 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 900 lbs		<i>Caster Level:</i> 9		
□□□□□ Mirror Image	15	None	1 standard	9 minutes [D] action	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Creates decoy duplicates of you [1d4 +3, max 8].					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ See Invisibility	15	None	1 standard	90 minutes [D] action	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You		<i>Caster Level:</i> 9		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Deep Slumber	16	Will negates	1 round	9 minutes	Close (13,5 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Puts 10 HD of creatures to sleep.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst		<i>Caster Level:</i> 9		
□□□□□ Fly	16	Will negates (harmless)	1 standard	9 minutes action	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
□□□□□ Lightning Bolt	16	Reflex half	1 standard	Instantaneous action	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 9d6 damage.					<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 9		

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Monster	17	Will negates	1 standard	9 days action	Close (13,5 m)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes monster believe it is your ally.					<i>Target:</i> One living creature		<i>Caster Level:</i> 9		
□□□□□ Phantasmal Killer	17	Will disbelief (if interacted with), then	1 standard	Instantaneous action	Medium (57 m)	V, S	Yes	Illusion (Phantasm) [Fear,	RSRD: SpellsP-R.rtf

\* =Domain/Specialty Spell

Sorcerer Spells

	Fortitude partial; see text		Mind-Affecting]
Effect: Fearsome illusion kills subject or deals 3d6 damage.		Target: One living creature	Caster Level: 9
* =Domain/Speciality Spell			

## Notes:

Character Sheet Notes: