

Temari Oryvadel

NAME
Sor6
CLASS
6
Character Level
NEXT LEVEL

Hugo

PLAYERNAME
Elf (Grey)
RACE
124
AGE
Medium
SIZE
Female
GENDER

DEITY
5' 1"
HEIGHT
violet
EYES
117 lbs.
WEIGHT
pale golden,
HAIR

Neutral Good
ALIGNMENT
Low-Light, Normal
VISION
-1
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	13	+1	13	+1	13	+1
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	18	+4	18	+4	18	+4

HP hit points: 23

AC armor class: 11

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 30'

INITIATIVE modifier: +1

TOTAL: +1 = +1 + +0

BASE ATTACK bonus: +3

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0	+0		
WILL (wisdom)	+5	+5	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+3	-1	+0	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	+0	
GRAPPLE attack bonus	+2	+3	-1	+0	+0	+0	

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2	1d3-1	20/x2

***Metamagic rod (Extend, lesser)**

CURRENT HAND	TYPE	SIZE	CRITICAL
Both	B/B	M	20/x2

TOTAL ATTACK BONUS: +2

DAMAGE: 1d6-1

Special Properties: Extend spell (3/day, spells of lvl 1-3), (Quarterstaff)

ARMOR

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Bluff	CHA	9	= 4	+ 5.0	+	
✓ Concentration	CON	10	= 1	+ 9.0	+	
Knowledge (Arcana)	INT	8	= 2	+ 6.0	+	
Knowledge (Geography)	INT	3	= 2	+ 1.0	+	
Sleight of Hand	DEX	6	= 1	+ 3.0	+ 2	
Spellcraft	INT	12	= 2	+ 8.0	+ 2	
✓ Appraise	INT	2	= 2	+	+	
✓ Balance	DEX	1	= 1	+	+	
✓ Climb	STR	-1	= -1	+	+	
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	6	= 4	+	+ 2	
✓ Disguise	CHA	6	= 4	+	+ 2	
✓ Escape Artist	DEX	1	= 1	+	+	
✓ Forgery	INT	2	= 2	+	+	
✓ Gather Information	CHA	4	= 4	+	+	
✓ Heal	WIS	0	= 0	+	+	
✓ Hide	DEX	1	= 1	+	+	
✓ Intimidate	CHA	6	= 4	+	+ 2	
✓ Jump	STR	-1	= -1	+	+	
✓ Listen	WIS	2	= 0	+	+ 2	
✓ Move Silently	DEX	1	= 1	+	+	
✓ Ride	DEX	1	= 1	+	+	
✓ Search	INT	4	= 2	+	+ 2	
✓ Sense Motive	WIS	0	= 0	+	+	
✓ Spot	WIS	2	= 0	+	+ 2	
✓ Survival	WIS	0	= 0	+	+	
✓ Swim	STR	-1	= -1	+	+	
✓ Use Rope	DEX	1	= 1	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Belt (CHA +1) <small>Enhancement bonus to ability CHA +1</small>	Equipped	1	0.0	1000.0
Metamagic rod (Extend, lesser) <small>Extend spell (3/day, spells of lvl 1-3), (Quarterstaff)</small>	Equipped	1	4.0	0.0
Circlet (Bonus Spell (0, 1)) <small>(Headband (Bonus Spell (1))), (Headband), (Headband (Bonus Spell (0, 1))), bonus spell</small>	Equipped	1	0.0	1250.0
Gloves (Skill Bonus (Competence) (Sleight of Hand +3)) <small>Competence bonus to selected skill of Sleight of Hand +3</small>	Carried	1	0.0	900.0
Gloves (Spell Effect (Command Word) (SPELLNAME[Cure Light Wounds] CASTER[Cleric] SPELLTYPE[Divine] SPELLLEVEL[1] CASTERLEVEL[1]))	Carried	1	0.0	1800.0
Traveler's Outfit	Equipped	1	5.0	0.0
Wand (Reduce Person/Wizard/2nd)	Carried	1	0.0	690.0
TOTAL WEIGHT CARRIED/VALUE				4 lbs. 5640.0 gp

WEIGHT ALLOWANCE

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

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Immunity to magic sleep effects.
Summon Familiar

FEATS

Extend Spell	An extended spell lasts twice as long as normal.
Improved Familiar	This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.
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.

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike
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LANGUAGES

Common, Elven

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	14	None	1 standard action	Instantaneous	Close (40')	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				
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40')	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds				
□□□□□ Light	14	None	1 standard action	60 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				
□□□□□ Message	14	None	1 standard action	60 minutes	Medium (160')	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<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	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text				
□□□□□ Read Magic	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<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
□□□□□ Mage Armor	15	Will negates (harmless)	1 standard action	6 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				
□□□□□ Magic Missile	15	None	1 standard action	Instantaneous	Medium (160')	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 3 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				
□□□□□ Shocking Grasp	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch delivers 5d6 electricity damage.					<i>Target:</i> Creature or object touched				
□□□□□ Sleep	15	Will negates	1 round	6 minutes	Medium (160')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 6 minutes.					<i>Target:</i> Creature touched				
□□□□□ Spider Climb	16	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fly	17	Will negates (harmless)	1 standard action	6 minutes	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				

* = Domain/Speciality Spell

Notes:

Character Sheet Notes: