

Barga Female Dwarf Sor6Ftr10

NAME

Sor6 Ftr10  
CLASS  
16  
TCL

120000  
EXPERIENCE  
136000  
NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	21	+5	21	+5
<b>DEX</b> Dexterity	15	+2	15	+2
<b>CON</b> Constitution	14	+2	14	+2
<b>INT</b> Intelligence	14	+2	14	+2
<b>WIS</b> Wisdom	12	+1	12	+1
<b>CHA</b> Charisma	17	+3	17	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	= +9	+ +2	+ +0	+ +0	+	
<b>REFLEX</b> (dexterity)	+7	= +5	+ +2	+ +0	+ +0	+	
<b>WILLPOWER</b> (wisdom)	+9	= +8	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+18/+13/+8	= +13/+8/+3	+ +5	+ +0	+ +0	+
<b>RANGED</b> attack bonus	+15/+10/+5	= +13/+8/+3	+ +2	+ +0	+ +0	+
<b>GRAPPLE</b> attack bonus	+18/+13/+8	= +13/+8/+3	+ +5	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+5	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE			
Light	153.0	Medium	306.0
Lift over head	460.0	Lift off ground	920.0
		Push / Drag	2300.0

FEATS	
Alertness	See Text
Combat Expertise	See Text
Dodge	See Text
Improved Trip	See Text
Negotiator	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Quick Draw	See Text
Scribe Scroll	See Text
Weapon Focus (Longsword)	See Text

NPC

PLAYERNAME

Dwarf  
RACE  
0  
AGE

Medium  
SIZE  
Female  
GENDER

HP	hit points	109	WOUNDS/CURRENT HP
AC	armor class	12	: 10 : 12 = 10 + 0 + 0 + 2 + 0 + 0 + 0
TOTAL			FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT MODIFIER MODIFIER SIZE MODIFIER NATURAL ARMOR MODIFIER MISC MODIFIER
INITIATIVE	modifier	+2	= +2 + +0
TOTAL			DEX MODIFIER MISC MODIFIER
BASE ATTACK	bonus	+13/+8/+3	

DEITY

3'11"  
HEIGHT  
132 lbs  
WEIGHT  
,  
HAIR

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION

SKILLS		MAX RANKS 19/9.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	10	= 3	+ 7.0	+
✓ Climb	STR	17	= 5	+ 12.0	+
✓ Concentration	CON	8	= 2	+ 6.0	+
Craft (Alchemy)	INT	15	= 2	+ 13.0	+
Craft (Sculpting)	INT	10	= 2	+ 8.0	+
✓ Forgery	INT	6	= 2	+ 4.5	+
Knowledge (Arcana)	INT	3	= 2	+ 1.0	+
Knowledge (History)	INT	7	= 2	+ 5.5	+
Knowledge (Nature)	INT	4	= 2	+ 2.0	+
Perform (Oratory)	CHA	6	= 3	+ 3.0	+
Tumble	DEX	3	= 2	+ 1.5	+
_____ = _____ + _____ + _____					
✓ : can be used untrained. ✕ : exclusive skills					

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Stability
Stonecunning
Summon Familiar








PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransneur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Common, Dwarven, Terran, Undercommon





# 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	6	7	6	4	0	0	0	0	0	0



## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Daze</b>	13	Will negates	1 standard action	6 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
 <b>Detect Poison</b>	13	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
 <b>Mage Hand</b>	13	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
 <b>Message</b>	13	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 6 creatures				
 <b>Prestidigitation</b>	13	See text	1 standard action	6 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
 <b>Resistance</b>	13	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
 <b>Touch of Fatigue</b>	13	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Comprehend Languages</b>	14	None	1 standard action	60 minutes	Personal	V, S, M/DF	No	Divination
<i>Effect:</i> You understand all spoken and written languages.				<i>Target:</i> You				
 <b>Floating Disk</b>	14	None	1 standard action	6 hours	Close (40 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 600 lbs				<i>Target:</i> 3-ft.-diameter disk of force				
 <b>Identify</b>	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<i>Effect:</i> Determines properties of magic item.				<i>Target:</i> One touched object				
 <b>Shocking Grasp</b>	14	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
<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
 <b>Fog Cloud</b>	15	None	1 standard action	60 minutes	Medium (160 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
 <b>Web</b>	15	Reflex negates; see text	1 standard action	60 minutes [D]	Medium (160 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Fireball</b>	16	Reflex half	1 standard action	Instantaneous	Long (640 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.				<i>Target:</i> 20-ft.-radius spread				

\* =Domain/Speciality Spell