

Sharisoha

NPC



Sor11		Goblin		Lawful Evil		Asmodeus, Lord of the Ninth	
CLASS		RACE		ALIGNMENT		DEITY	
15	Small	20	Female	2' 11"	36 lbs.	Blue	Blonde with Amber Skin
LEVEL		SIZE		AGE		GENDER	
HEIGHT		WEIGHT		EYES		HAIR	
55000	120000	65000					

Current XP XP for Next Level XP Remaining In Game XP Gained

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES											
STR	21	+5			HP POINTS 95	11d4	5/Magic	SPEED MOVE	30										
DEX	27	+8			AC ARMOR 38	30	29	= 10	+ 0	+ 0	+ 8	+ 1	+ 1	+ 18	11	+ 10			
CON	23	+6			<small>NORMAL</small>	<small>FLAT FOOTED</small>	<small>TOUCH AC</small>	<small>BASE</small>	<small>ARMOR BONUS</small>	<small>SHIELD BONUS</small>	<small>DEX BONUS</small>	<small>SIZE BONUS</small>	<small>NATURAL ARMOR</small>	<small>MISC BONUS</small>	<small>MISS CHANCE</small>	<small>% SPELL FAILURE</small>	<small>ARMOR CHECK</small>	<small>MAX DEX</small>	<small>SPELL RESIST</small>
INT	26	+8			FORTITUDE CON	14	= 3	+ 6	+ 5	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
WIS	17	+3			REFLEX DEX	16	= 3	+ 8	+ 5	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
CHA	34	+12			WILL WIS	15	= 7	+ 3	+ 5	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
BASE ATTACK																			
+5																			
INITIATIVE MODIFIER																			
8 = 8 + 0																			
<small>TOTAL DEX MOD MISC</small>																			

GRAPPLE	ATTACK BONUS	+6	= 5	+ 5	+ -4	+ 0	+ 0
MELEE	ATTACK BONUS	+11	= 5	+ 5	+ 1	+ 0	+ 0
RANGED	ATTACK BONUS	+14	= 5	+ 8	+ 1	+ 0	+ 0
		<small>TOTAL</small>	<small>BASE ATTACK</small>	<small>ABILITY MODIFIER</small>	<small>SIZE MODIFIER</small>	<small>MISC MODIFIER</small>	<small>TEMP MODIFIER</small>

SKILLS	MAX RANKS 14/7
NAME (KEY ABILITY)	TOT RNK ABL MSC
♦ Appraise (Int)	8 = + 8
♦ Balance (Dex)*	8 = + 8
♦ Bluff (Cha)	26 = 14 + 12
♦ Climb (Str)*	5 = + 5
♦ Computer Use (Int)	8 = + 8
♦ Concentration (Con)	20 = 14 + 6
♦ Control Shape (Wis)	3 = + 3
♦ Diplomacy (Cha)	28 = 14 + 12 + 2
♦ Disguise (Cha)	12 = + 12
♦ Drive (Dex)	8 = + 8
♦ Escape Artist (Dex)*	8 = + 8
♦ Forgery (Int)	8 = + 8
♦ Gather Information (Cha)	26 = 14 + 12
♦ Heal (Wis)	3 = + 3
♦ Hide (Dex)*	12 = + 8 + 4
♦ Intimidate (Cha)	14 = + 12 + 2
♦ Jump (Str)*	5 = + 5
♦ Listen (Wis)	3 = + 3
♦ Literacy ()	0 = + 0
♦ Move Silently (Dex)*	12 = + 8 + 4
♦ Perform-Act (Cha)	12 = + 12
♦ Perform-Comedy (Cha)	12 = + 12
♦ Perform-Dance (Cha)	12 = + 12
♦ Perform-Keyboard Instruments (Cha)	12 = + 12
♦ Perform-Oratory (Cha)	12 = + 12
♦ Perform-Percussion (Cha)	12 = + 12
♦ Perform-Sexual Techniques (Cha)	12 = + 12
♦ Perform-Sexual Techniques (Cha)	12 = + 12
♦ Perform-Sing (Cha)	12 = + 12
♦ Perform-Storytelling (Cha)	12 = + 12
♦ Perform-String Instruments (Cha)	12 = + 12
♦ Perform-Weapon Drill (Cha)	12 = + 12
♦ Perform-Wind Instruments (Cha)	12 = + 12
♦ Pilot-helm (Dex)	8 = + 8
♦ Profession-Prostitute (Wis)	17 = 14 + 3
♦ Profession-Purveyor (Wis)	17 = 14 + 3
♦ Ride (Dex)	12 = + 8 + 4
♦ Search (Int)	8 = + 8
♦ Sense Motive (Wis)	3 = + 3
♦ Spellcraft (Int)	22 = 14 + 8
♦ Spot (Wis)	3 = + 3
♦ Survival (Wis)	3 = + 3
♦ Swim (Str)*	5 = + 5
♦ Use Rope (Dex)	8 = + 8

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
♦ Unarmed strike (S/B)	11	1d2+5	x2	-

♦ — Main hand (Primary) ♦ — Off hand (Secondary) ♦₂ — Two-handed

♦ can be used untrained * armor check penalty ** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
☑ Coin: gp (64150)	64,150 s	1	(1,283)	* Robe of Scintillating Colors	27,000 s	1	(1)
○ Ring of Protection +5	50,000 s	1	(-)	* Tome of Clear Thought +5	137,500 s	1	(5)
○ Ring of Three Wishes	97,950 s	1	(-)	* Tome of Leadership and Influence +5	137,500 s	1	(5)
⚡ Rod of Metamagic, Quicken	75,500 s	1	(-)	* Tome of Understanding +5	137,500 s	1	(5)
⚡ Rod of Splendor (epic)	297,400 s	1	(-)				
* Amulet of Natural Armor +5	50,000 s	1	(-)				
* Belt of Magnificence +6	200,000 s	1	(1)				
* Boots of Tremorsense	45,000 s	1	(1)				
* Bracers of Armor +8	64,000 s	1	(1)				
* Cloak of Resistance +5	25,000 s	1	(1)				
* Eyes of Charming	56,000 s	1	(-)				
* Gloves of Titan`s Grip	14,000 s	1	(-)				
* Manual of Bodily Health +5	137,500 s	1	(5)				
* Manual of Gainful Exercise +5	137,500 s	1	(5)				
* Manual of Quickness of Action +5	137,500 s	1	(5)				

CARRIED WEIGHT	1-114	115-229	230-345	345	690	1725
0.0 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor ✦ Gem|Art ☑ Goods ☼ Potion ○ Ring ⚡ Rod
 ☞ Scroll ❖ Shield ✦ Staff ✍ Wand ⚔ Weapon ★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	—	—	—	Proficient	—	—

- Sudden Empower** — You can cast a spell to greater effect without special preparation. (CA83)
- Sudden Maximize** — You can cast a spell to maximum effect without special preparation. (CA83)
- Sudden Silent** — You can cast a spell silently without special preparation. (CA83)
- Sudden Still** — You can cast a spell without gestures or special preparation. (CA83)

PROTECTIVE ITEMS	BONUSES PROVIDED	LBS
Rod of Splendor (epic) <i>This rod gives its wielder a +8 Charisma for as long as she carries the item. (ELH138)</i>	Unnamed +8	—
Ring of Protection +5 <i>The wearer receives a +5 deflection bonus to AC (DMG232).</i>	Deflection +5	—
Ring of Three Wishes <i>The ring grants three wishes to the wearer, as per the spell of the same name (DMG233).</i>		—
Amulet of Natural Armor +5 <i>This item adds a +5 natural armor bonus to the wearer`s AC (DMG246).</i>	Enhancement (Natural) +5	—
Belt of Magnificence +6 <i>Adds a +6 enhancement bonus to Str, Dex, Con, Int, Wis, and Con scores. (MHB42)</i>	Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6	1
Boots of Tremorsense <i>Can auto detect those within 30 ft in contact w/ the ground (Udrk 73)</i>		1
Bracers of Armor +8 <i>This item adds a +8 armor bonus to the wearer`s AC.(DMG250).</i>	Armor +8	1
Cloak of Resistance +5 <i>This cloak grants a +5 resistance bonus to all saving throws (DMG253).</i>	Resistance +5 Resistance +5 Resistance +5	1
Eyes of Charming <i>These lenses allow the wearer to cast charm person with a gaze(DMG256).</i>		—
Gloves of Titan`s Grip <i>You gain a +8 Enhancement bonus on grapple checks. (ExPsiHb174)</i>		—
Robe of Scintillating Colors <i>This robe allows the wearer to make a gaze-like daze attack (DMG265).</i>		1

CLASS FEATURES

SORCERER
 Proficiency: Simple Weapons: All – Spells –
 Summon Familiar

- SPECIAL ATTACKS**
- Smite Good (Su)
 - Spell-like Abilities Blasphemy 11 1
 - Spell-like Abilities Contagion 11 1
 - Spell-like Abilities Darkness 11 3
 - Spell-like Abilities Desecrate 11 1
 - Spell-like Abilities Poison 11 3
 - Spell-like Abilities Unholy Blight 11 1

- SPECIAL QUALITIES**
- Damage Reduction (Su): 5/Magic
 - Darkvision (Ex): 60 ft.
 - Immunity: Poison (Ex)
 - Resistance: Acid (Ex): 10
 - Resistance: Cold (Ex): 10
 - Resistance: Electricity (Ex): 10
 - Resistance: Fire (Ex): 10
 - Spell Resistance (Ex): 11 + 10
 - Subtype: Goblinoid

LANGUAGES

Goblin

COINS	NEW COINS GAINED IN PLAY
	0 cp
	0 sp
	64,150 gp
	0 pp
	0 np
	0 ep
	0 cop
	0 mp
	0 CTB
	0 NTB
	0 STB

0 ETB	
0 GTB	
0 COTB	
0 PTB	
0 Cr.	
0 bp	
0 ip	
0 stl	
0 tp	
0 ap	
0 BTB	
0 ITB	
0 StTB	
0 TTb	
0 ATB	
<i>Total gp</i>	
64,150 gp <i>equivalent</i>	
<i>(approximate)</i>	

SORCERER SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	9	5	5	4	3	2	—	—	—	—
Per Day:	6	9	9	9	9	6	—	—	—	—

0 LEVEL										
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE		
	Arcane Mark School of Universal / <i>Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)</i>	V,S	22	No	1 Action	0 ft.	Permanent	None		
	Depilatory School of Transmutation / <i>This spell enables you to selectively shave hair and prevent its regrowth for 24 hours.</i>	V,S	22	Harmless	1 Action	Touch	Instantaneous and up to 1 day; see text	Will Negates (Harmless)		
	Detect Magic School of Divination / <i>Detects spells and magic items within 60 ft (PH219)</i>	V,S	22	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None		
	Detect Poison School of Divination / <i>You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)</i>	V,S	22	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None		
	Mage Hand School of Transmutation / <i>5-pound telekinesis (PH249)</i>	V,S	22	No	1 Action	25 ft.+5 ft./2 levels	Concentration	None		
	Mending School of Transmutation / <i>Makes minor repairs on an object (PH253).</i>	V,S	22	Yes (Harmless, Object)	1 Action	10 ft.	Instantaneous	Will Negates (Harmless, Object)		
	Message School of Transmutation / <i>Whispered conversation at distance (PH253).</i>	V,S,F	22	No	1 Action	100 ft.+10 ft./level	10 minutes/level	None		
	Prestidigitation School of Universal / <i>Performs minor tricks (PH264).</i>	V,S	22	No	1 Action	10 ft.	1 Hour	Special; See Text		
	Read Magic School of Divination / <i>Read scrolls and spellbooks (PH269).</i>	V,S,F	22	-	1 Action	Personal	10 minutes/level			

1st LEVEL										
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE		
	Charm Person School of Enchantment / <i>This charm makes a humanoid creature regard you as its trusted friend and ally (PH209).</i>	V,S	23	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level	Will Negates		
	Distract Assailant School of Enchantment / <i>Swift. One creature is flat-footed for 1 round (CAAdv146).</i>	V,S,M	23	Yes	1 Swift	25 ft.+5 ft./2 levels	1 round	Will Negates		
	Drug Resistance School of Enchantment / <i>The creature touched is immune to the possibility of addiction to drugs. (BoVD93)</i>	V,M	23	Yes	1 Action	Touch	1 hour/level	Fort Negates		
	Know Protections School of Divination / <i>Determine target's defenses. (MagFR104)</i>	V,S	23	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates		
	Magic Missile School of Evocation / <i>1d4+1 damage; +1 missile/two levels above 1st (max +5) (PH251).</i>	V,S	23	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None		

2nd LEVEL										
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE		
	Addiction School of Enchantment / <i>The caster gives the subject an addiction to a drug. (BoVD84)</i>	V,S,Drug	24	Yes	1 Action	Touch	Instantaneous	Fort Negates		
	Daze Monster School of Enchantment / <i>As Daze, but can affect any one living creature of any type (PH217)</i>	V,S,M	24	Yes	1 Action	100 ft.+10 ft./level	1 round	Will Negates		
	Entice Gift School of Enchantment / <i>Subject gives caster what it's holding (Drac113).</i>	V,S	24	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates		
	Tasha's Hideous Laughter School of Enchantment / <i>Subject can take no actions while laughing, but is not considered helpless (PH292).</i>	V,S,M	24	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates		
	Touch of Idiocy School of Enchantment / <i>A Successful melee attack causes 1d6 damage to the target Intelligence, Wisdom, and Charisma scores (PH294)</i>	V,S	24	Yes	1 Action	Touch	10 minutes/level	None		

3rd LEVEL										
PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE		
	Enhance Rating School of Transmutation / <i>Increase the TR of a ship by 1-2 for the duration</i>	V,S,M	25	Harmless	1 Action	30 ft.	1 round/level	Fort Negates (Harmless)		
	Evil Eye School of Enchantment / <i>The caster focuses malevolent wishes through her gaze and curses someone with bad luck. (BoVD94)</i>	S	25	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates		
	Miser's Envy School of Enchantment / <i>Subject jealously covets nearby object (Drac114).</i>	V,S,M	25	No and (object)	1 Action	25 ft.+5 ft./2 levels	1 round/level	None and Will negates(object)		
	Suggestion School of Enchantment / <i>Compels subject to follow stated course of action (PH285).</i>	V,M	25	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level or until completed	Will Negates		

4th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Damning Darkness	V,M/DF	26	No	1 Action	Touch	10 minutes/level	None
	School of Evocation / <i>This spell is similar to darkness, except that those within the area also take unholy damage. (BoVD89)</i>							
	Unburn	V,S,M	26	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Fort Negates
	School of Transmutation /							

5th LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Feeblemind	V,S,M	27	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	Will Negates; See Text
	School of Enchantment / <i>If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1 (PH229)</i>							
	Pillow Talk	V,S	27	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	Will Negates
	School of Enchantment / <i>Creature you've had sex with within last 10 minutes, can't deliberately or intentionally lie to you (BoEF114)</i>							