

Bianca

Str. 8 -1
Int. 10 -
Wis. 14 +2
Dex. 14 +2
Con. 16 +3
Cha. 18 +4



Race: Gnome
Age: 125
Height: 3'3"
Weight: 53#
Diet: none
Align.: NG

Gear:

10-pack, includes:

back-pack, 2 L. sacks, 2 S. sacks,
5 torches, flint & steel, 1 wk rations,
2 water skins, 2 oil flasks, 50' rope

450 sp, 2200 gp

Magic Items

Potion: Polymorph Self

Cure Moderate (2d8+10)

Pearl of Power (additional 6th level spell)(useless for now)

+3 Dagger

+3 Cloak of Resistance

Scrolls: Persistent Detect Magic (lvl 7)

Extended Armor (lvl 7)

Fireball (lvl 12)

Empowered Fireball (lvl 12)

Cone of Cold (lvl 11)

Spells castable per day (DC 14+spell level):

Arcane Spell Level	0	1	2	3	4	5	6
# cast/day	7	7	7	7	7	4	0

Level 11

Sorcerer 11 (already rcvd 12th level stat point)

AC: 14/11 +1 Size, +3 Dex (+4 Dodge vs Giants)

HP: 66

Saving Throws						
	Total	Base	Stat	Feat	Magic	Race
Fortitude	13	3	+3	+2	+3	+2
Reflex	12	3	+2	+2	+3	+2
Will	14	7	+2		+3	+2
+2 vs Illusions (racial)						

Initiative +3

Total Bonuses	Base Combat Bonuses +6 (includes size)				
	Weapons	Range	Damage	Crit	
+8	+3 Dagger		1d4+2	19-20	x2

+10	Darts (9 +2 darts)	20'	1d4+1	20	x2
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+1 to hit Kobolds & Goblinoids

Skills (28) (rank/bonus/other)

8 Bluff (4/4/0)
15 Concentration (12/3/0)
6 Hide (0/2/4)
4 Listen (0/2/2)
12 Spellcraft (12/0/0)

Feats

Empower Spell (+2 levels)
Extend Spell (+1 level)
Great Fortitude
Heighten Spell
Lightning Reflexes
Persistent Spell (+4 levels)
Spell Penetration (+2 vs SR)

(I give Sorcerers bonus Metamagic Feats at levels 5/10/15/20)

Known Languages

Common, Gnome, Dwarf, Goblinoid

Other Abilities

Speak w/burrowing animal 1x/day
Racial Bonus Cantrips
Dancing Lights
Ghost Sound
Prestidigitiation
Movement 20'
Low Light Vision

SPELL BOOK

Level 0

Dancing Lights
Detect Magic
Detect Poison
Light
Mage Hand
Mending
Ray of Frost
Read Magic
Resistance

Level 1

Change Self
Endure Elements
Mage Armor
Magic Missile
Shield

Level 2

Blur
Cat's Grace
Mirror Image
Protection from Arrows
See Invisibility

Level 3

Fireball
Flame Arrow
Invisibility Sphere
Phantom Steed

Level 4

Dimension Door
Improved Invisibility
Stoneskin

Level 5

Cone of Cold
Wall of Force

Level 6

Chain Lightning

Persistent Spell [Metamagic Feat]

You make one of your spells last longer.

Prerequisite: Extend Spell

Benefit: A persistent spell has a longer duration, depending on how much higher a spell is used. The persistent spell must have a fixed range (i.e. Detect Magic has 60', but See Invisibility is variable so is excluded), or a range of personal or touch (willing only). So Blur could be made Persistent, but Shocking Grasp could not. Spells of instantaneous, concentration, or permanent duration cannot be affected by this feat, and spells that 'discharge' still end after they have done so. You must concentrate on spells such as Detect Magic and Detect Thoughts to get their effect, as usual. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. For every extra spell level used, the duration of the spell is doubled (up to a maximum of 4 levels higher). So using +1 spell level doubles the duration (just an Extended Spell), +2 levels is 4x duration, +3 levels is 8x duration, and +4 levels is 16x duration.