

Oskik Male Dwarf Sor13

NPC

Lawful Neutral

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor13	Dwarf	4'0"	Darkvision (60'), Normal
CLASS	RACE	SIZE	VISION
13	0	Male	0
TCL	AGE	EYES	POINTS
156000	0		
EXPERIENCE	GENDER	HAIR	
91000			
NEXT LEVEL			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	15	+2	15	+2

HP hit points	110	WOUNDS/CURRENT HP										SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
AC armor class	11	10	11	10	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	MISC MODIFIER	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						16/8
✓ Concentration	CON	18	=	5	+13.0	+
Craft (Carpentry)	INT	11	=	1	+10.0	+
Craft (Stonemasonry)	INT	9	=	1	+6.0	+2
Knowledge (Arcana)	INT	16	=	1	+15.0	+
Knowledge (The Planes)	INT	5	=	1	+4.5	+

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+4	+5	+0	+0		
REFLEX (dexterity)	+5	+4	+1	+0	+0		
WILLPOWER (wisdom)	+12	+8	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7/+2	+6/+1	+1	+0	+0	
RANGED attack bonus	+7/+2	+6/+1	+1	+0	+0	
GRAPPLE attack bonus	+7/+2	+6/+1	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

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	Medium	Heavy
Lift over head	43.0	86.0	130.0
Lift off ground	130.0	260.0	650.0
		Push / Drag	

FEATS	
Armor Proficiency (Light)	See Text
Point Blank Shot	See Text
Scribe Scroll	See Text
Toughness (2x)	See Text

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

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(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Dwarven, Giant

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. <i>Target:</i> One missile of acid	12	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	12	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	12	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	12	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	12	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	12	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	12	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance. <i>Target:</i> 13 creatures	12	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	12	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm <i>Effect:</i> Wards an area for 26 hours. <i>Target:</i> 20-ft.-radius emanation centered on a point in space	13	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1300 lbs <i>Target:</i> 3-ft.-diameter disk of force	13	None	1 standard action	13 hours	Close (55 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus. <i>Target:</i> Weapon touched	13	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles. <i>Target:</i> You	13	None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□□ True Strike <i>Effect:</i> +20 on your next attack roll. <i>Target:</i> You	13	None	1 standard action	See text	Personal	V, F	No	Divination

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds. <i>Target:</i> One arrow of acid	14	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 13 minutes. <i>Target:</i> Creature touched	14	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 13 minutes. <i>Target:</i> Creature touched	14	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 13 minutes or until it attacks. <i>Target:</i> You or a creature or object weighing no more than 1300 lbs	14	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Scare <i>Effect:</i> Panics creatures of less than 6 HD. <i>Target:</i> 4 living creatures, no two of which can be more than 30 ft. apart	14	Will partial	1 standard action	13 rounds or 1 round; see text	Medium (230 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Halt Undead <i>Effect:</i> Immobilizes undead for 13 rounds. <i>Target:</i> Up to 39 undead creatures, no two of which can be more than 30 ft. apart	15	Will negates (see text)	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	Yes	Necromancy
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher. <i>Target:</i> One touched object weighing no more than 10 lb.	15	Will negates; see text	1 minute or longer; see text	13 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 13d6 damage. <i>Target:</i> 120-ft. line	15	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□□ Water Breathing <i>Effect:</i> Subjects can breathe underwater. <i>Target:</i> Living creatures touched	15	Will negates (harmless)	1 standard action	26 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks. <i>Target:</i> Cone-shaped burst	16	Will negates	1 standard action	13 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible. <i>Target:</i> You or creature touched	16	Will negates (harmless)	1 standard action	13 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Shout <i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage. <i>Target:</i> Cone-shaped burst	16	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
□□□□□ Summon Monster IV <i>Effect:</i> Calls extraplanar creature to fight for you. <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	16	None	1 round	13 rounds [D]; see text	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal. <i>Target:</i> One creature	17	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (55 Feet)	V, S	Yes	Transmutation
□□□□□ Dream <i>Effect:</i> Sends message to anyone sleeping. <i>Target:</i> One living creature touched	17	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature. <i>Target:</i> One living creature	17	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Fog <i>Effect:</i> Fog deals acid damage.	18	None	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
□□□□ Analyze Dweomer <i>Effect:</i> Reveals magical aspects of subject.	18	None or Will negates; see text	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, F	No	Divination

* =Domain/Speciality Spell