

## NPC

Lawful Evil
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 30'		
+ 0	+ 0	+ 2	+ 0	+ 0	+ 0			0	+0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE

		SKILLS		MAX RANKS		PENALTY		20/10	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Appraise	INT	7	= 3	+ 4.5				
✓	Bluff	CHA	24	= 5	+ 19.0				
	Disable Device	INT	3	= 3	+ 0.5				
✓	Escape Artist	DEX	9	= 2	+ 7.0				
✓	Gather Information	CHA	6	= 5	+ 1.0				
	Knowledge (Arcana)	INT	23	= 3	+ 20.0				
	Knowledge (History)	INT	12	= 3	+ 9.5				
	Knowledge (The Planes)	INT	9	= 3	+ 6.5				
✓	Listen	WIS	2	= 1	+ 1.5				
	Spellcraft	INT	25	= 3	+ 20.0	2			
✓	Survival	WIS	8	= 1	+ 7.5				
				=	+	+			

## SPECIAL ABILITIES

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	
Aquan, Common, Gnome, Halfling	

TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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## FEATS

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	17 minute [D]	Medium (270 Feet)	V, S	No	Evocation [Light]
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 17 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
<b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	170 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	170 minutes <i>Target:</i> 17 creatures	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (65 Feet)	V, S	Yes	Evocation [Cold]
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	170 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Detect Secret Doors</b> <i>Effect:</i> Reveals hidden doors within 60 ft.	16	None	1 standard action	Concentration, up to 17 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
<b>Hold Portal</b> <i>Effect:</i> Holds door shut.	16	None	1 standard action	17 minutes [D] <i>Target:</i> One portal, up to 340 sq. ft.	Medium (270 Feet)	V	No	Abjuration
<b>Magic Missile</b> <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (270 Feet)	V, S	Yes	Evocation [Force]
<b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	17 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Medium (270 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Summon Monster I</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	17 rounds [D] <i>Target:</i> One summoned creature	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Alter Self</b> <i>Effect:</i> Assume form of a similar creature.	17	None	1 standard action	170 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
<b>Daze Monster</b> <i>Effect:</i> Living creature of 6 HD or less loses next action.	17	Will negates	1 standard action	17 round <i>Target:</i> One living creature of 6 HD or less	Medium (270 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Knock</b> <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	Medium (270 Feet)	V	No	Transmutation
<b>Phantom Trap</b> <i>Effect:</i> Makes item seem trapped.	17	None	1 standard action	Permanent [D] <i>Target:</i> Object touched	Touch	V, S, M	No	Illusion (Glamour)
<b>See Invisibility</b> <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	170 minutes [D] <i>Target:</i> You	Personal	V, S, M	No	Divination

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Haste</b> <i>Effect:</i> 17 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	18	Fortitude negates (harmless)	1 standard action	17 rounds <i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart	Close (65 Feet)	V, S, M	Yes (harmless)	Transmutation
<b>Hold Person</b> <i>Effect:</i> Paralyzes one humanoid for 17 rounds.	18	Will negates; see text	1 standard action	17 rounds [D]; see text <i>Target:</i> One humanoid creature	Medium (270 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Ray of Exhaustion</b> <i>Effect:</i> Ray makes subject exhausted.	19	Fortitude partial; see text	1 standard action	17 minutes <i>Target:</i> Ray	Close (65 Feet)	V, S, M	Yes	Necromancy
<b>Secret Page</b> <i>Effect:</i> Changes one page to hide its real content.	18	None	10 minutes	Permanent <i>Target:</i> Page touched, up to 3 sq. ft. in size	Touch	V, S, M	No	Transmutation

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Confusion</b> <i>Effect:</i> Subjects behave oddly for 17 rounds.	19	Will negates	1 standard action	17 rounds <i>Target:</i> All creatures in a 15-ft. radius burst	Medium (270 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Crushing Despair</b> <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	19	Will negates	1 standard action	17 minutes <i>Target:</i> Cone-shaped burst	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Locate Creature</b> <i>Effect:</i> Indicates direction to familiar creature.	19	None	1 standard action	170 minutes <i>Target:</i> Circle, centered on you, with a radius of 1080 ft.	Long (1080 Feet)	V, S, M	No	Divination
<b>Polymorph</b> <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	17 minutes [D] <i>Target:</i> Willing living creature touched	Touch	V, S, M	No	Transmutation

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Contact Other Plane</b> <i>Effect:</i> Lets you ask question of extraplanar entity.	20	None	10 minutes	Concentration <i>Target:</i> You	Personal	V	No	Divination
<b>Hold Monster</b> <i>Effect:</i> As hold person, but any creature.	20	Will negates; see text	1 standard action	17 rounds [D]; see text <i>Target:</i> One living creature	Medium (270 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Teleport</b> <i>Effect:</i> Instantly transports you as far as 1700 miles.	20	None and Will negates (object)	1 standard action	Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<b>Wall of Force</b> <i>Effect:</i> Wall is immune to damage.	20	None	1 standard action	17 rounds [D] <i>Target:</i> Wall whose area is up to 17 10-ft. squares	Close (65 Feet)	V, S, M	No	Evocation [Force]

\* =Domain/Specialty Spell

## Sorcerer Spells

### LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Analyze Dweomer	21	None or Will negates; see text	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
□□□□ Antimagic Field	21	None	1 standard action	170 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
□□□□ Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (1080 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 17d6 damage; 17 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 17 secondary targets [each of which must be within 30 ft. of the primary target]				

### LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Sight, Greater	22	None	1 standard action	17 minutes [D]	Personal	V, S	No	Divination
<i>Effect:</i> As arcane sight, but also reveals magic effects on creatures and objects.				<i>Target:</i> You				
□□□□ Invisibility, Mass	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S, M	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
<i>Effect:</i> As invisibility, but affects all in range.				<i>Target:</i> Any number of creatures, no two of which can be more than 180 ft. apart				
□□□□ Statue	22	Will negates (harmless)	1 round	17 hours [D]	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Subject can become a statue at will.				<i>Target:</i> Creature touched				

### LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Discern Location	23	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
<i>Effect:</i> Reveals exact location of creature or object.				<i>Target:</i> One creature or object				
□□□□ Moment of Prescience	23	None	1 standard action	17 hours or until discharged	Personal	V, S	No	Divination
<i>Effect:</i> You gain insight bonus on single attack roll, check, or save.				<i>Target:</i> You				

\* =Domain/Speciality Spell