

Kolya Male Human Sor20

NPC

Chaotic Good

NAME	Sor20		380000	Human	Medium	5'7"	165 lbs	Normal
CLASS	Sor20		EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
TCL	20		210000	0	Male			0
	NEXT LEVEL		AGE	GENDER	EYES	HAIR		POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	15	+2	15	+2
INT Intelligence	19	+4	19	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	18	+4	18	+4

HP hit points	95	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
AC armor class	11	10	11	10	0	0	1	0	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER

INITIATIVE modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+10/+5		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
✓ Bluff	CHA	26	= 4	+ 20.0	+ 2	
✓ Concentration	CON	25	= 2	+ 23.0	+	
✓ Craft (Painting)	INT	9	= 4	+ 5.0	+	
✓ Escape Artist	DEX	3	= 1	+ 2.5	+	
✓ Hide	DEX	12	= 1	+ 11.0	+	
Knowledge (Arcana)	INT	26	= 4	+ 22.0	+	
Knowledge (Local)	INT	12	= 4	+ 8.5	+	
Knowledge (Religion)	INT	11	= 4	+ 7.0	+	
Knowledge (The Planes)	INT	14	= 4	+ 10.0	+	
Perform (Dance)	CHA	5	= 4	+ 1.5	+	
✓ Ride	DEX	8	= 1	+ 7.5	+	
✓ Search	INT	11	= 4	+ 7.0	+	
Tumble	DEX	7	= 1	+ 6.0	+	

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	+6	+2	+0	+0		
REFLEX (dexterity)	+7	+6	+1	+0	+0		
WILLPOWER (wisdom)	+16	+12	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+11/+6	+10/+5	+1	+0	+0	
RANGED attack bonus	+11/+6	+10/+5	+1	+0	+0	
GRAPPLE attack bonus	+11/+6	+10/+5	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Staff	See Text
Craft Wondrous Item	See Text
Leadership	See Text
Persuasive	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (The Planes), Craft (Painting))	See Text
Toughness (1x)	See Text

SPECIAL ABILITIES

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, Draconic, Goblin, Ignan, Terran

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Evocation [Light]
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (75 Feet)	V, S	No	Transmutation
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	20 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 40 hours.	15	None	1 standard action	40 hours [D]	Close (75 Feet)	V, S, F/DF	No	Abjuration
□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	15	None	1 standard action	200 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	Yes	Evocation [Force]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	20 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (1200 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 20 minutes.	16	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M	Yes	Transmutation
□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	20 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ False Life <i>Effect:</i> Gain 1d10+10 temporary hp	16	None	1 standard action	20 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
□□□□ Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 20 minutes.	16	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep.	17	Will negates	1 round	20 minutes	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Heroism <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	17	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	20 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+20 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□ Minor Creation <i>Effect:</i> Creates one cloth or wood object.	18	None	1 minute	20 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	18	None	1 standard action	20 minutes [D]	Touch	V, S, M	No	Transmutation
□□□□ Stoneskin <i>Effect:</i> Ignore 10 points of damage per attack.	18	Will negates (harmless)	1 standard action	200 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (75 Feet)	V, S	Yes	Transmutation
□□□□ Dismissal <i>Effect:</i> Forces a creature to return to native plane.	19	Will negates; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S, DF	Yes	Abjuration
□□□□ Mage's Faithful Hound <i>Effect:</i> Phantom dog can guard, attack.	19	None	1 standard action	20 hours or until discharged, then 20 rounds; see text	Close (75 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Mage's Private Sanctum <i>Effect:</i> Prevents anyone from viewing or spying an area for 24 hours.	19	None	10 minutes	24 hours [D]	Close (75 Feet)	V, S, M	No	Abjuration

* = Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Eyebite	20	Fortitude negates	1 standard action	20 round per three levels; see text	Close (75 Feet)	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Target becomes panicked, sickened, and comatose.				<i>Target:</i> One living creature				
☐☐☐☐☐ Guards and Wards	20	See text	30 minutes	40 hours [D]	Anywhere within the V, S, M, F area to be warded	See text		Abjuration
<i>Effect:</i> Array of magic effects protect area.				<i>Target:</i> Up to 4000 sq. ft [S]				
☐☐☐☐☐ Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (300 Feet)	V, S, M/DF	Yes	Necromancy [Death]
<i>Effect:</i> Destroys 20d4 HD of undead.				<i>Target:</i> Several undead creatures within a 40-ft.-radius burst				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Delayed Blast Fireball	21	Reflex half	1 standard action	5 rounds or less; see text	Long (1200 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 20d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				
☐☐☐☐☐ Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
☐☐☐☐☐ Summon Monster VII	21	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<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				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Moment of Prescience	22	None	1 standard action	20 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				
☐☐☐☐☐ Prismatic Wall	22	See text	1 standard action	200 minutes [D]	Close (75 Feet)	V, S	See text	Abjuration
<i>Effect:</i> Wall's colors have array of effects.				<i>Target:</i> Wall 80 ft wide, 40 ft high				
☐☐☐☐☐ Screen	22	None or Will disbelief (if interacted with); see text	10 minutes	24 hours	Close (75 Feet)	V, S	No	Illusion (Glamour)
<i>Effect:</i> Illusion hides area from vision, scrying.				<i>Target:</i> 20 30-ft. cubes [S]				

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Mage's Disjunction	23	Will negates (object)	1 standard action	Instantaneous	Close (75 Feet)	V	No	Abjuration
<i>Effect:</i> Dispels magic, disenchants magic items.				<i>Target:</i> All magical effects and magic items within a 40-ft.-radius burst				
☐☐☐☐☐ Summon Monster IX	23	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<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				
☐☐☐☐☐ Wail of the Banshee	23	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Necromancy [Death, Sonic]
<i>Effect:</i> Kills 20 creatures.				<i>Target:</i> 20 living creatures within a 40-ft.-radius spread				

* =Domain/Speciality Spell