

Eindrini Male Human Sor15

NPC

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor15	Human	6'6"	True Neutral
CLASS	RACE	HEIGHT	ALIGNMENT
210000	Medium	200 lbs	Normal
EXPERIENCE	SIZE	WEIGHT	VISION
15	Male		0
TCL	AGE	EYES	POINTS
120000	GENDER	HAIR	
NEXT LEVEL			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

HP hit points	62	WOUNDS/CURRENT HP	
AC armor class	11	TOTAL	FLAT : TOUCH = BASE
INITIATIVE modifier	+1	TOTAL	DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus	+7/+2		

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
				Walk 30'		
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE
0	0	1	0	0	0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE				
0	+0	0				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	+5	+1	+0	+0		
REFLEX (dexterity)	+6	+5	+1	+0	+0		
WILLPOWER (wisdom)	+10	+9	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	+7/+2	+2	+0	+0	
RANGED attack bonus	+8/+3	+7/+2	+1	+0	+0	
GRAPPLE attack bonus	+9/+4	+7/+2	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+2	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	
	58.0	116.0	175.0	
Lift over head	175.0	Lift off ground	350.0	Push / Drag
				875.0

FEATS	
Combat Casting	See Text
Combat Reflexes	See Text
Craft Magic Arms and Armor	See Text
Eschew Materials	See Text
Improved Unarmed Strike	See Text
Spell Penetration	See Text
Widen Spell	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Balance	DEX	5	= 1	+ 4.5	+
Craft (Carpentry)	INT	19	= 4	+ 15.0	+
Craft (Shipmaking)	INT	14	= 4	+ 10.0	+
Heal	WIS	9	= 1	+ 8.0	+
Knowledge (Arcana)	INT	22	= 4	+ 18.0	+
Knowledge (Architecture and Engineering)	INT	6	= 4	+ 2.5	+
Knowledge (Dungeoneering)	INT	6	= 4	+ 2.0	+
Knowledge (Local)	INT	6	= 4	+ 2.0	+
Knowledge (Nobility and Royalty)	INT	13	= 4	+ 9.0	+
Knowledge (The Planes)	INT	11	= 4	+ 7.0	+
Listen	WIS	5	= 1	+ 4.5	+
Spellcraft	INT	24	= 4	+ 18.0	+ 2

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+4 to Concentration to use spll or spelllike ability	
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, Gnoll, Infernal, Orc, Sylvan	

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	3	2	0	0
PER DAY	6	8	7	7	7	7	6	4	0	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]. <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	15	None	1 standard action	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	15	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance. <i>Target:</i> 15 creatures	15	None	1 standard action	150 minutes	Medium (250 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. <i>Target:</i> See text	15	See text	1 standard action	15 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. <i>Target:</i> Ray	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1500 lbs <i>Target:</i> 3-ft.-diameter disk of force	16	None	1 standard action	15 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M	Yes	Transmutation
□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]
□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design. <i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (1000 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 15 minutes. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF Yes		Transmutation
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door. <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	17	None	1 standard action	Instantaneous; see text	Medium (250 Feet)	V	No	Transmutation
□□□□ Levitate <i>Effect:</i> Subject moves up and down at your direction. <i>Target:</i> You or one willing creature or one object, total weight up to 1500 lbs	17	None	1 standard action	15 minutes [D]	Personal or close	V, S, F	No	Transmutation
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3]. <i>Target:</i> One or more rays	17	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Fire]
□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Hold Person <i>Effect:</i> Paralyzes one humanoid for 15 rounds. <i>Target:</i> One humanoid creature	18	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF Yes		Enchantment (Compulsion) [Mind-Affecting]
□□□□ Shrink Item <i>Effect:</i> Object shrinks to one-sixteenth size. <i>Target:</i> One touched object of up to 30 cu. ft	18	Will negates (object)	1 standard action	15 days; see text	Touch	V, S	Yes (object)	Transmutation
□□□□ Summon Monster III <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	18	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF No		Conjuration (Summoning)
□□□□ Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases. <i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]	18	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF Yes		Evocation [Air]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally. <i>Target:</i> One living creature	19	Will negates	1 standard action	15 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Globe of Invulnerability (Lesser) <i>Effect:</i> Stops 1st- through 3rd-level spell effects. <i>Target:</i> 10-ft.-radius spherical emanation, centered on you	19	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form. <i>Target:</i> Willing living creature touched	19	None	1 standard action	15 minutes [D]	Touch	V, S, M	No	Transmutation
□□□□ Resilient Sphere <i>Effect:</i> Force globe protects but traps one subject. <i>Target:</i> 15 ft. diameter sphere, centered around a creature	19	Reflex negates	1 standard action	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Evocation [Force]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Magic Jar <i>Effect:</i> Enables possession of another creature. <i>Target:</i> One creature	20	Will negates; see text	1 standard action	15 hours or until you return to your body	Medium (250 Feet)	V, S, F	Yes	Necromancy
□□□□ Seeming <i>Effect:</i> Changes appearance of one person per two levels. <i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart	20	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (60 Feet)	V, S	Yes or No; see text	Illusion (Glamour)
□□□□ Stone Shape <i>Effect:</i> Sculpts stone into any shape. <i>Target:</i> Stone or stone object touched, up to 25 cu. ft.	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF No		Transmutation [Earth]
□□□□ Wall of Force <i>Effect:</i> Wall is immune to damage. <i>Target:</i> Wall whose area is up to 15 10-ft. squares	20	None	1 standard action	15 rounds [D]	Close (60 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	15 rounds [D]	Close (60 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
□□□□ Stone to Flesh	21	Fortitude negates (object); see text	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Restores petrified creature.				<i>Target:</i> One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long				
□□□□ Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation
<i>Effect:</i> Changes weather in local area.				<i>Target:</i> 2-mile-radius circle, centered on you; see text				
□□□□ Insanity	22	Will negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subject suffers continuous confusion.				<i>Target:</i> One living creature				

* =Domain/Speciality Spell