

Balar Male Dwarf Sor17

NPC

Lawful Evil

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor17	272000	Dwarf	Darkvision (60'), Normal
CLASS	EXPERIENCE	Medium	VISION
17	153000	0	0
TCL	NEXT LEVEL	AGE	POINTS
		Male	
		GENDER	
		EYES	HAIR

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

HP hit points	108	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	11	10	11	10	0	0	1	0	0	0	Walk 20'
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+8/+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	+5	+4	+0	+0		
REFLEX (dexterity)	+6	+5	+1	+0	+0		
WILLPOWER (wisdom)	+11	+10	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	+8/+3	+4	+0	+0	
RANGED attack bonus	+9/+4	+8/+3	+1	+0	+0	
GRAPPLE attack bonus	+12/+7	+8/+3	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	100.0	200.0	300.0
Lift off ground	300.0	600.0	1500.0
		Push / Drag	

FEATS	
Brew Potion	See Text
Craft Magic Arms and Armor	See Text
Craft Wand	See Text
Improved Familiar	See Text
Rapid Reload (Crossbow (Light))	See Text
Scribe Scroll	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Climb	STR	12	= 4	+ 8.0	+
✓ Jump	STR	8	= 4	+ 4.5	+
Knowledge (Architecture and Engineering)	INT	8	= 4	+ 4.5	+
Knowledge (Dungeoneering)	INT	13	= 4	+ 9.0	+
Knowledge (History)	INT	13	= 4	+ 9.5	+
✓ Listen	WIS	2	= 1	+ 1.5	+
Profession (Hunter)	WIS	21	= 1	+ 20.0	+
Speak Language		5	= 0	+ 5.0	+
Spellcraft	INT	24	= 4	+ 20.0	+
✓ Spot	WIS	10	= 1	+ 9.5	+

✓ : can be used untrained. X : exclusive skills

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

Aquan, Auran, Common, Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon

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	7	7	7	7	6	6	6	4	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 17 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Ray 17 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Illusory sounds 170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. 170 minutes	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	17 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Chill Touch <i>Effect:</i> 17 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 17 rounds	Close (65 Feet)	V	Yes (object)	Transmutation
□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	17 days [D]	Touch	V, S, F	No	Illusion (Glamer)
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Force]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	17 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 17 rounds.	16	Will negates	1 standard action	17 rounds	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Invisibility <i>Effect:</i> Subject is invisible for 17 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Phantom Trap <i>Effect:</i> Makes item seem trapped.	16	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	170 minutes [D]	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Whispering Wind <i>Effect:</i> Sends a short message 17 miles.	16	None	1 standard action	No more than 17 hours or until discharged [destination is reached] <i>Target:</i> 10-ft.-radius spread	(CASTERLEVEL)	V, S	No	Transmutation [Air]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	17	Will negates (harmless)	1 standard action	17 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)
□□□□ Magic Circle against Chaos <i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□ Tongues <i>Effect:</i> Speak any language.	17	Will negates (harmless)	1 standard action	170 minutes	Touch	V, M/DF	No	Divination
□□□□ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.	17	None	1 standard action	Instantaneous/1 hour; see text <i>Target:</i> Living creature touched	Touch	V, S	Yes	Necromancy

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Black Tentacles <i>Effect:</i> Tentacles grapple all within 15 ft. spread.	18	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+17 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	18	Will negates (harmless)	1 standard action	17 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Remove Curse <i>Effect:</i> Frees object or person from curse.	18	Will negates (harmless)	1 standard action	Instantaneous <i>Target:</i> Creature or item touched	Touch	V, S	Yes (harmless)	Abjuration

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	19	Fortitude partial; see text	1 standard action	17 minutes	Medium (270 Feet)	V, S	No	Conjuration (Creation)
□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature.	19	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Planar Binding, Lesser <i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.	19	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1700 miles.	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Disintegrate <i>Effect:</i> Makes one creature or object vanish.	20	Fortitude partial (object)	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Transmutation
□□□□ Freezing Sphere <i>Effect:</i> Freezes water or deals cold damage.	20	Reflex half; see text	1 standard action	Instantaneous or 17 rounds; <i>Target:</i> Ray see text	Long (1080 Feet)	V, S, F	Yes	Evocation [Cold]
□□□□ Programmed Image <i>Effect:</i> As major image, plus triggered by event.	20	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 17 rounds <i>Target:</i> See text	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
								<i>Target:</i> Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level [S]

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Instant Summons <i>Effect:</i> Prepared object appears in your hand.	21	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)
□□□□ Mage's Magnificent Mansion <i>Effect:</i> Door leads to extradimensional mansion.	21	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F	No	Conjuration (Creation)
□□□□ Simulacrum <i>Effect:</i> Creates partially real double of a creature.	21	None	12 hours	Instantaneous	0 ft.	V, S, M, XP	No	Illusion (Shadow)
								<i>Target:</i> Extradimensional mansion, up to 51 10-ft. cubes [S] <i>Target:</i> One duplicate creature

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Horrid Wilting <i>Effect:</i> Deals 17d6 damage within 30 ft.	22	Fortitude half	1 standard action	Instantaneous	Long (1080 Feet)	V, S, M/DF	Yes	Necromancy
□□□□ Prying Eyes, Greater <i>Effect:</i> As prying eyes, but eyes have true seeing.	22	None	1 minute	17 hours; see text [D]	One mile	V, S, M	No	Divination
								<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart <i>Target:</i> Ten or more levitating eyes

* =Domain/Speciality Spell