

Konik Male Dwarf Sor12

NPC

Chaotic Neutral

NAME	Sor12	132000	Dwarf	Medium	4'1"	166 lbs	Darkvision (60'), Normal
CLASS	12	78000	0	Male			0
TCL							
EXPERIENCE	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	15	+2	15	+2
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	15	+2	15	+2
CHA Charisma	19	+4	19	+4

HP hit points	54	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
AC armor class	12	10	12	10	0	0	2	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER
MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE		Walk 20'		

INITIATIVE modifier	+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+6/+1				

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

	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	+8/+3	+6/+1	+2	+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
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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	43.0	86.0	130.0
Lift off ground	130.0	260.0	650.0
		Push / Drag	

FEATS	
Craft Magic Arms and Armor	See Text
Craft Rod	See Text
Craft Wondrous Item	See Text
Iron Will	See Text
Skill Focus (Knowledge (Arcana))	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Concentration	CON	17	= 2	+ 15.0	
Decipher Script	INT	6	= 4	+ 2.0	
✓ Heal	WIS	8	= 2	+ 6.5	
Knowledge (Arcana)	INT	17	= 4	+ 13.0	
Knowledge (Architecture and Engineering)	INT	9	= 4	+ 5.0	
Knowledge (Nature)	INT	7	= 4	+ 3.5	
Knowledge (Nobility and Royalty)	INT	10	= 4	+ 6.5	
Knowledge (Religion)	INT	6	= 4	+ 2.5	
Spellcraft	INT	21	= 4	+ 15.0	+ 2

✓ : 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

Common, Dwarven, Gnome, Goblin, Terran, Undercommon

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	3	2	1	0	0	0
PER DAY	6	7	7	7	7	4	3	0	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].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	12 rounds [D]	60 ft.	V, S	No	Divination
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	120 minutes	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	12 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 24 hours.	15	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]

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	12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□ Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 12 minutes.	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Whispering Wind <i>Effect:</i> Sends a short message 12 miles.	16	None	1 standard action	No more than 12 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Blink <i>Effect:</i> You randomly vanish and reappear for 12 rounds.	17	None	1 standard action	12 rounds [D]	Personal	V, S	No	Transmutation
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
□□□□ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous	Long (880 Feet)	V, S, M	Yes	Evocation [Fire]
□□□□ Major Image <i>Effect:</i> As silent image, plus sound, smell and thermal effects.	17	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (880 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animate Dead <i>Effect:</i> Creates undead skeletons and zombies.	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	18	None	1 standard action	12 minutes [D]	Touch	V, S, M	No	Transmutation
□□□□ Secure Shelter <i>Effect:</i> Creates sturdy cottage.	18	None	10 minutes	24 hours [D]	Close (55 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cone of Cold <i>Effect:</i> 12d6 cold damage.	19	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature.	19	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Globe of Invulnerability <i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.	20	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration

* =Domain/Speciality Spell