

# Thorstein Male Human Sor11

# NPC

Neutral Good

NAME Sor11	110000	PLAYERNAME Human	Medium	DEITY 5'7"	174 lbs	ALIGNMENT Normal
CLASS 11	66000	RACE 0	Male	HEIGHT WEIGHT		VISION 0
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	17	+3	17	+3
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	13	+1	13	+1
<b>INT</b> Intelligence	18	+4	18	+4
<b>WIS</b> Wisdom	12	+1	12	+1
<b>CHA</b> Charisma	20	+5	20	+5

<b>HP</b> hit points	39	WOUNDS/CURRENT HP			
<b>AC</b> armor class	11	10	11	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

SUBDUAL DAMAGE					DAMAGE REDUCTION					
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISC CHANCE				

SPEED Walk 30'		
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
0	+0	0

<b>INITIATIVE</b> modifier	+1	+1	+0
	TOTAL	DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+5		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Bluff	CHA	18	= 5	+ 13.0	
✓ Concentration	CON	14	= 1	+ 13.0	
Decipher Script	INT	4	= 4	+ 0.5	
✓ Diplomacy	CHA	11	= 5	+ 4.5	+ 2
✓ Disguise	CHA	11	= 5	+ 4.0	+ 2
✓ Gather Information	CHA	10	= 5	+ 3.5	+ 2
Knowledge (Arcana)	INT	17	= 4	+ 13.0	
Knowledge (Dungeoneering)	INT	6	= 4	+ 2.5	
Knowledge (Local)	INT	9	= 4	+ 5.0	
Knowledge (Nature)	INT	7	= 4	+ 3.5	
✓ Listen	WIS	3	= 1	+ 2.0	
Perform (Sing)	CHA	10	= 5	+ 5.0	
✓ Sense Motive	WIS	4	= 1	+ 3.0	

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+3	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+3	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+8	+7	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+8	+5	+3	+0	+0	
<b>RANGED</b> attack bonus	+6	+5	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+8	+5	+3	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8	1d3+3	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	
86.0	173.0	260.0	
Lift over head	Lift off ground	Push / Drag	
260.0	520.0	1300.0	

FEATS	
Brew Potion	See Text
Craft Magic Arms and Armor	See Text
Craft Rod	See Text
Leadership	See Text
Spell Penetration	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, Dwarven, Elven, Infernal, Orc

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ 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	11 minute [D]	Medium (210 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 11 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	11 rounds [D] <i>Target:</i> Illusory sounds	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (50 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (50 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	110 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage <i>Target:</i> Cone-shaped burst	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. <i>Target:</i> You	16	None	1 standard action	110 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes. <i>Target:</i> One scroll or two pages	16	See text	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Transmutation
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber. <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	16	Will negates	1 round	11 minutes	Medium (210 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands. <i>Target:</i> One invisible, mindless, shapeless servant	16	None	1 standard action	11 hours	Close (50 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 11 minutes. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures. <i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range	17	Fortitude negates	1 standard action	11 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□□ Pyrotechnics <i>Effect:</i> Turns fire into blinding light or choking smoke. <i>Target:</i> One fire source, up to a 20-ft. cube	17	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (840 Feet) after creatures leave the smoke cloud; see text	Close (50 Feet)	V, S, M	Yes or No; see text	Transmutation
□□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders. <i>Target:</i> One swarm of bats, rats, or spiders	17	None	1 round	Concentration + 2 rounds	Close (50 Feet)	V, S, M/DF	No	Conjuration (Summoning)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Clairaudience/Clairvoyance <i>Effect:</i> Hear or see at a distance for 11 minutes. <i>Target:</i> Magical sensor	18	None	10 minutes	11 minutes [D]	Long (840 Feet)	V, S, F/DF	No	Divination (Scrying)
□□□□□ Gentle Repose <i>Effect:</i> Preserves one corpse. <i>Target:</i> Corpse touched	18	Will negates (object)	1 standard action	11 days	Touch	V, S, M/DF	Yes (object)	Necromancy
□□□□□ Ray of Exhaustion <i>Effect:</i> Ray makes subject exhausted. <i>Target:</i> Ray	18	Fortitude partial; see text	1 standard action	11 minutes	Close (50 Feet)	V, S, M	Yes	Necromancy
□□□□□ Stinking Cloud <i>Effect:</i> Nauseating vapors, 11 rounds. <i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high	18	Fortitude negates; see text	1 standard action	11 rounds	Medium (210 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round. <i>Target:</i> Magical sensor	19	None	10 minutes	11 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
□□□□□ Fire Shield <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold. <i>Target:</i> You	19	None	1 standard action	11 rounds [D]	Personal	V, S, M/DF	No	Evocation
□□□□□ Wall of Ice <i>Effect:</i> Ice plane creates wall with 26 hp or hemisphere can trap creatures inside. <i>Target:</i> Anchored plane of ice, up to 11 10-ft. squares, or hemisphere of ice with a radius of up to 14 ft	19	Reflex negates; see text	1 standard action	11 minutes	Medium (210 Feet)	V, S, M	Yes	Evocation [Cold]

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dismissal <i>Effect:</i> Forces a creature to return to native plane. <i>Target:</i> One extraplanar creature	20	Will negates; see text	1 standard action	Instantaneous	Close (50 Feet)	V, S, DF	Yes	Abjuration
□□□□□ Feeblemind <i>Effect:</i> Subject's Int and Cha drop to 1. <i>Target:</i> One creature	20	Will negates; see text	1 standard action	Instantaneous	Medium (210 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

\* =Domain/Specialty Spell