

Mahmud Male Human Sor6

NPC

Chaotic Neutral

NAME Sor6	30000	PLAYERNAME Human	Medium	DEITY 5'8"	200 lbs	ALIGNMENT Normal
CLASS 6	21000	RACE Human	Size	HEIGHT 5'8"	WEIGHT 200 lbs	VISION 0
TCL	NEXT LEVEL	AGE 0	GENDER Male	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	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	19	+4	19	+4

HP hit points	24	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 30'		
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	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Knowledge (Arcana)	INT	9	= 1 + 8.0	9/4.5	
Knowledge (Architecture and Engineering)	INT	3	= 1 + 2.0		
Knowledge (The Planes)	INT	4	= 1 + 3.0		
✓ Move Silently	DEX	4	= 1 + 3.5		
✓ Ride	DEX	3	= 1 + 2.0		
Spellcraft	INT	12	= 1 + 9.0	+ 2	

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0		
WILLPOWER (wisdom)	+9	+5	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	+3	+1	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	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	Medium	Heavy		
	43.0	86.0	130.0		
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Wand	See Text
Improved Familiar	See Text
Point Blank Shot	See Text
Scribe Scroll	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, Halfling

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	4	2	1	0	0	0	0	0	0
PER DAY	6	7	6	4	0	0	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.	14	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 6 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 <i>Target:</i> Ray	Close (40 Feet)	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (40 Feet)	V, S	No	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	60 minutes <i>Target:</i> 6 creatures	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (40 Feet)	V, S	Yes	Evocation [Cold]

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	6 rounds <i>Target:</i> One ropelike object, length up to 80 ft.; see text	Medium (160 Feet)	V, S	No	Transmutation
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	6 minutes [D] <i>Target:</i> One humanoid creature	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□ Magic Missile <i>Effect:</i> 3 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (160 Feet)	V, S	Yes	Evocation [Force]
□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	6 minutes [D] <i>Target:</i> One humanoid creature	Close (40 Feet)	V, S, M	Yes	Transmutation

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds.	16	None	1 standard action	3 rounds <i>Target:</i> One arrow of acid	Long (640 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	Medium (160 Feet)	V	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Protection from Energy <i>Effect:</i> Absorb 72 points of damage from one kind of energy.	17	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration

* =Domain/Speciality Spell