

Balendd Male Dwarf Sor9

NPC

Lawful Evil

| | | | |
|------------|------------|--------|--------------------------|
| NAME | PLAYERNAME | DEITY | ALIGNMENT |
| Sor9 | Dwarf | Medium | Darkvision (60'), Normal |
| CLASS | RACE | SIZE | VISION |
| 9 | 0 | Male | 0 |
| TCL | AGE | EYES | POINTS |
| 72000 | | | |
| EXPERIENCE | | | |
| 45000 | | | |
| NEXT LEVEL | | | |
| | | | |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 14 | +2 | 14 | +2 |
| DEX Dexterity | 13 | +1 | 13 | +1 |
| CON Constitution | 17 | +3 | 17 | +3 |
| INT Intelligence | 19 | +4 | 19 | +4 |
| WIS Wisdom | 12 | +1 | 12 | +1 |
| CHA Charisma | 17 | +3 | 17 | +3 |

| | | | | | | | | | | | | | | | |
|--------------------------|-------|-------------------|-------|------|-------------|--------------|---------------|---------------|---------------|---------------|-------------|----------------------|---------------------|------------------|---|
| HP hit points | 48 | WOUNDS/CURRENT HP | | | | | | | | | | SPEED | | | |
| AC armor class | 11 | 10 | 11 | 10 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 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 | |

| | | | |
|-------------------------------|----|--------------|---------------|
| INITIATIVE modifier | +1 | +1 | +0 |
| TOTAL | | DEX MODIFIER | MISC MODIFIER |
| BASE ATTACK bonus | +4 | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | |
|---------------------------|-------------|----------------|------------------|-----------|---------------|
| | | | | RANKS | MISC MODIFIER |
| ✓ Concentration | CON | 14 | = 3 | + 11.0 | + |
| Craft (Sculpting) | INT | 16 | = 4 | + 12.0 | + |
| Decipher Script | INT | 5 | = 4 | + 1.0 | + |
| Knowledge (Arcana) | INT | 14 | = 4 | + 10.0 | + |
| Knowledge (Dungeoneering) | INT | 9 | = 4 | + 5.5 | + |
| Open Lock | DEX | 7 | = 1 | + 6.0 | + |
| ✓ Ride | DEX | 6 | = 1 | + 5.0 | + |
| ✓ Spot | WIS | 5 | = 1 | + 4.0 | + |

✓ : can be used untrained. X : exclusive skills

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| FORTITUDE (constitution) | +6 | +3 | +3 | +0 | +0 | | |
| REFLEX (dexterity) | +4 | +3 | +1 | +0 | +0 | | |
| WILLPOWER (wisdom) | +7 | +6 | +1 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|-------|-------------------|---------------|---------------|---------------|---------------|
| MELEE attack bonus | +6 | +4 | +2 | +0 | +0 | |
| RANGED attack bonus | +5 | +4 | +1 | +0 | +0 | |
| GRAPPLE attack bonus | +6 | +4 | +2 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +6 | 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 | |
| Lift over head | 58.0 | 116.0 | 175.0 | |
| Lift off ground | 175.0 | 350.0 | 875.0 | Push / Drag |

| FEATS | |
|------------------|----------|
| Magical Aptitude | See Text |
| Silent Spell | See Text |

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.

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| 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, Giant, Orc, Terran, Undercommon

Sorcerer Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|-------------------------------------|-------------------|--|-----------------|---------|------------------|--------------------|
| □□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 13 | None | 1 standard action | Concentration, up to 9 minutes [D] <i>Target:</i> Cone-shaped emanation | 60 ft. | V, S | No | Divination |
| □□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | 13 | None | 1 standard action | Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube | Close (45 Feet) | V, S | No | Divination |
| □□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. | 13 | None | 1 standard action | Instantaneous <i>Target:</i> Ray | Close (45 Feet) | V, S | Yes | Necromancy |
| □□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 13 | Fortitude negates | 1 standard action | Instantaneous <i>Target:</i> Burst of light | Close (45 Feet) | V | Yes | Evocation [Light] |
| □□□□□ Ghost Sound <i>Effect:</i> Figment sounds. | 13 | Will disbelief (if interacted with) | 1 standard action | 9 rounds [D] <i>Target:</i> Illusory sounds | Close (45 Feet) | V, S, M | No | Illusion (Figment) |
| □□□□□ Light <i>Effect:</i> Object shines like a torch. | 13 | None | 1 standard action | 90 minutes [D] <i>Target:</i> Object touched | Touch | V, M/DF | No | Evocation [Light] |
| □□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. | 13 | None | 1 standard action | Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. | Close (45 Feet) | V, S | No | Transmutation |
| □□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. | 13 | See text | 1 standard action | 9 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 |
|--|----|--|-------------------|---|-------------------|------------|------------------|-------------------------------------|
| □□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures. | 14 | Will negates | 1 standard action | Instantaneous; see text <i>Target:</i> Cone-shaped burst | 15 ft. | V, S, M | Yes | Illusion (Pattern) [Mind-Affecting] |
| □□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. | 14 | None | 1 standard action | Concentration, up to 9 minutes [D] <i>Target:</i> Cone-shaped emanation | 60 ft. | V, S, M/DF | No | Divination |
| □□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly. | 14 | Will negates (harmless) or Will negates (object) | 1 free action | Until landing or 9 rounds <i>Target:</i> 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart | Close (45 Feet) | V | Yes (object) | Transmutation |
| □□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus. | 14 | Will negates (harmless) | 1 standard action | 9 hours [D] <i>Target:</i> Creature touched | Touch | V, S, F | No | Conjuration (Creation) [Force] |
| □□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each. | 14 | None | 1 standard action | Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart | Medium (190 Feet) | V, S | Yes | Evocation [Force] |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|--|-------------------|---|-------------------|------------|--|--------------------|
| □□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time. | 15 | Will negates (harmless) | 1 standard action | 9 minutes [D] <i>Target:</i> Creature touched | Touch | V | Yes (harmless) | Illusion (Glamour) |
| □□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch. | 15 | None | 1 standard action | Permanent <i>Target:</i> Object touched | Touch | V, S, M | No | Evocation [Light] |
| □□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 9 minutes. | 15 | Will negates (harmless) | 1 standard action | 9 minutes <i>Target:</i> Creature touched | Touch | V, S, M/DF | Yes | Transmutation |
| □□□□□ Invisibility <i>Effect:</i> Subject is invisible for 9 minutes or until it attacks. | 15 | Will negates (harmless) or Will negates (harmless, object) | 1 standard action | 9 minutes [D] <i>Target:</i> You or a creature or object weighing no more than 900 lbs | Personal or touch | V, S, M/DF | Yes (harmless) or Yes (harmless, object) | Illusion (Glamour) |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|---------------------------------|-------------------|--|-------------------|------------|------------------------|---------------|
| □□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects. | 16 | None | 1 standard action | Instantaneous <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst | Medium (190 Feet) | V, S | No | Abjuration |
| □□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft. | 16 | Will negates (harmless) | 1 standard action | 9 minutes <i>Target:</i> Creature touched | Touch | V, S, F/DF | Yes (harmless) | Transmutation |
| □□□□□ Keen Edge <i>Effect:</i> Doubles normal weapon's threat range. | 16 | Will negates (harmless, object) | 1 standard action | 90 minutes <i>Target:</i> One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting | Close (45 Feet) | V, S | Yes (harmless, object) | Transmutation |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|--------------------------------|-------------------|--|-------------------|---------|---------------------|-----------------------------|
| □□□□□ Dimension Door <i>Effect:</i> Teleports you short distance. | 17 | None and Will negates (object) | 1 standard action | Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures | Long (760 Feet) | V | No and Yes (object) | Conjuration (Teleportation) |
| □□□□□ Wall of Ice <i>Effect:</i> Ice plane creates wall with 24 hp or hemisphere can trap creatures inside. | 17 | Reflex negates; see text | 1 standard action | 9 minutes <i>Target:</i> Anchored plane of ice, up to 9 10-ft. squares, or hemisphere of ice with a radius of up to 12 ft | Medium (190 Feet) | V, S, M | Yes | Evocation [Cold] |

* =Domain/Specialty Spell