

Anlaf Male Human Sor9

NPC

Chaotic Neutral

NAME	Sor9	72000	Human	Medium	5'5"	162 lbs	Normal
CLASS	9	45000	0	Male			0
TCL							
EXPERIENCE							
AGE							
DEITY							
ALIGNMENT							
VISION							
POINTS							

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

HP hit points	33	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
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	+5	+1	+4
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+3	+1	+0	+0		
REFLEX (dexterity)	+4	+3	+1	+0	+0		
WILLPOWER (wisdom)	+9	+6	+3	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	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
	50.0	100.0	150.0
Lift over head	150.0	Lift off ground	300.0
		Push / Drag	750.0

FEATS	
Heighten Spell	See Text
Improved Initiative	See Text
Scribe Scroll	See Text
Still Spell	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Balance	DEX	6	= 1 + 5.5	12/6	
✓ Bluff	CHA	15	= 4 + 11.0		
✓ Gather Information	CHA	7	= 4 + 3.5		
Knowledge (Architecture and Engineering)	INT	9	= 4 + 5.5		
Knowledge (Geography)	INT	6	= 4 + 2.0		
Knowledge (History)	INT	8	= 4 + 4.0		
Knowledge (Nature)	INT	8	= 4 + 4.0		
Knowledge (Religion)	INT	5	= 4 + 1.0		
Profession (Hunter)	WIS	15	= 3 + 12.0		
✓ Search	INT	7	= 4 + 3.5		
Spellcraft	INT	16	= 4 + 12.0		

✓ : can be used untrained. X : exclusive skills

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, Gnome, Halfling, Ignan

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	5	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. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	14	None	1 standard action	9 minutes [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	14	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poisons in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. <i>Target:</i> Burst of light	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	14	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	14	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things. <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	14	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Person <i>Effect:</i> Makes one person your friend. <i>Target:</i> One humanoid creature	15	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly. <i>Target:</i> 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures. <i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart	15	Will negates	1 round	2d4 rounds [D]	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	9 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage. <i>Target:</i> Creature or object touched	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 9 minutes. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 9 minutes or until it attacks. <i>Target:</i> You or a creature or object weighing no more than 900 lbs	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs. <i>Target:</i> Webs in a 20-ft.-radius spread	16	Reflex negates; see text	1 standard action	90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Whispering Wind <i>Effect:</i> Sends a short message 9 miles. <i>Target:</i> 10-ft.-radius spread	16	None	1 standard action	No more than 9 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
□□□□□ Arcane Sight <i>Effect:</i> Magical auras become visible to you. <i>Target:</i> You	17	None	1 standard action	9 minutes [D]	Personal	V, S	No	Divination
□□□□□ Phantom Steed <i>Effect:</i> Magic horse appears for 9 hours. <i>Target:</i> One quasi-real, horselike creature	17	None	10 minutes	9 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content. <i>Target:</i> Page touched, up to 3 sq. ft. in size	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form. <i>Target:</i> Willing living creature touched	18	None	1 standard action	9 minutes [D]	Touch	V, S, M	No	Transmutation
□□□□□ Summon Monster IV <i>Effect:</i> Calls extraplanar creature to fight for you. <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	18	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)

* =Domain/Specialty Spell