

Balar Male Dwarf Sor17

NAME	
Sor17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
0	Male
AGE	GENDER

DEITY	
4'2"	165 lbs
HEIGHT	WEIGHT
	,
EYES	HAIR

Lawful Evil
ALIGNMENT
Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	108	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 20'
AC armor class	11	TOTAL	10	FLAT	11	TOUCH	10	BASE	0
				ARMOR BONUS	0	SHIELD BONUS	0	STAT MODIFIER	1
								SIZE MODIFIER	0
								NATURAL ARMOR	0
								MISC MODIFIER	0
								MISS CHANCE	
								ARCANE SPELL FAILURE	0
								ARMOR CHECK PENALTY	+0
								SPELL RESISTANCE	0

INITIATIVE modifier	+1	TOTAL	+1	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus			+8/+3			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	20/10
Climb	STR	12	=	4	+ 8.0 +
Jump	STR	8	=	4	+ 4.5 +
Knowledge (Architecture and Engineering)	INT	8	=	4	+ 4.5 +
Knowledge (Dungeoneering)	INT	13	=	4	+ 9.0 +
Knowledge (History)	INT	13	=	4	+ 9.5 +
Listen	WIS	2	=	1	+ 1.5 +
Profession (Hunter)	WIS	21	=	1	+ 20.0 +
Speak Language		5	=	0	+ 5.0 +
Spellcraft	INT	24	=	4	+ 20.0 +
Spot	WIS	10	=	1	+ 9.5 +
			=		+ +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	=	+5	+4	+0	+0	
REFLEX (dexterity)	+6	=	+5	+1	+0	+0	
WILLPOWER (wisdom)	+11	=	+10	+1	+0	+0	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+12/+7	=	+8/+3	+4	+0	+0
GRAPPLE attack bonus	+9/+4	=	+8/+3	+1	+0	+0
	+12/+7	=	+8/+3	+4	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+4	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	100.0	Medium	200.0
Lift over head	300.0	Lift off ground	600.0
		Push / Drag	1500.0

FEATS	
Brew Potion	See Text
Craft Magic Arms and Armor	See Text
Craft Wand	See Text
Improved Familiar	See Text
Rapid Reload (Crossbow (Light))	See Text
Scribe Scroll	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.

- 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

Aquan, Auran, Common, Dwarven, Giant, Gnoll, Gnome, Goblin, Orc, Terran, Undercommon

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous <i>Target:</i> One missile of acid	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 17 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 (65 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	17 rounds [D] <i>Target:</i> Illusory sounds	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	170 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 (65 Feet)	V, S	No	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	170 minutes <i>Target:</i> 17 creatures	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	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 (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	17 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
□□□□□ Chill Touch <i>Effect:</i> 17 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous <i>Target:</i> Up to 17 Creatures touched	Touch	V, S	Yes	Necromancy
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 17 rounds <i>Target:</i> 17 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	Close (65 Feet)	V	Yes (object)	Transmutation
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	17 days [D] <i>Target:</i> One touched object weighing up to 85 lbs	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Magic Missile <i>Effect:</i> 5 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 (270 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	17 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 17 rounds.	16	Will negates	1 standard action	17 rounds <i>Target:</i> One creature; see text	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 17 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	17 minutes [D] <i>Target:</i> You or a creature or object weighing no more than 1700 lbs	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Phantom Trap <i>Effect:</i> Makes item seem trapped.	16	None	1 standard action	Permanent [D] <i>Target:</i> Object touched	Touch	V, S, M	No	Illusion (Glamour)
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	170 minutes [D] <i>Target:</i> Webs in a 20-ft.-radius spread	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Whispering Wind <i>Effect:</i> Sends a short message 17 miles.	16	None	1 standard action	No more than 17 hours or until discharged [destination is reached] <i>Target:</i> 10-ft.-radius spread	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	17	Will negates (harmless)	1 standard action	17 rounds [D] <i>Target:</i> Creature touched	Touch	V, M	Yes (harmless)	Illusion (Glamour)
□□□□□ Magic Circle against Chaos <i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.	17	Will negates (harmless)	1 standard action	170 minutes <i>Target:</i> 10-ft.-radius emanation from touched creature	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□□ Tongues <i>Effect:</i> Speak any language.	17	Will negates (harmless)	1 standard action	170 minutes <i>Target:</i> Creature touched	Touch	V, M/DF	No	Divination
□□□□□ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.	17	None	1 standard action	Instantaneous/1 hour; see text <i>Target:</i> Living creature touched	Touch	V, S	Yes	Necromancy

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Black Tentacles <i>Effect:</i> Tentacles grapple all within 15 ft. spread.	18	None	1 standard action	17 rounds [D] <i>Target:</i> 20-ft.-radius spread	Medium (270 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+17 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D] <i>Target:</i> Object touched	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	18	Will negates (harmless)	1 standard action	17 rounds [D] <i>Target:</i> You or creature touched	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Remove Curse <i>Effect:</i> Frees object or person from curse.	18	Will negates (harmless)	1 standard action	Instantaneous <i>Target:</i> Creature or item touched	Touch	V, S	Yes (harmless)	Abjuration

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	19	Fortitude partial; see text	1 standard action	17 minutes <i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high	Medium (270 Feet)	V, S	No	Conjuration (Creation)
□□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature.	19	Will negates; see text	1 standard action	17 rounds [D]; see text <i>Target:</i> One living creature	Medium (270 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Planar Binding, Lesser <i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.	19	Will negates	10 minutes	Instantaneous <i>Target:</i> One elemental or outsider with 6 HD or less	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
□□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1700 miles.	19	None and Will negates (object)	1 standard action	Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

\* =Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Disintegrate	20	Fortitude partial (object)	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Makes one creature or object vanish.								
☐☐☐☐☐ Freezing Sphere	20	Reflex half; see text	1 standard action	Instantaneous or 17 rounds; see text	Long (1080 Feet)	V, S, F	Yes	Evocation [Cold]
<i>Effect:</i> Freezes water or deals cold damage.								
☐☐☐☐☐ Programmed Image	20	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 17 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, plus triggered by event.								
<i>Target:</i> Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level [S]								

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Instant Summons	21	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)
<i>Effect:</i> Prepared object appears in your hand.								
☐☐☐☐☐ Mage's Magnificent Mansion	21	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F	No	Conjuration (Creation)
<i>Effect:</i> Door leads to extradimensional mansion.								
☐☐☐☐☐ Simulacrum	21	None	12 hours	Instantaneous	0 ft.	V, S, M, XP	No	Illusion (Shadow)
<i>Effect:</i> Creates partially real double of a creature.								
<i>Target:</i> One duplicate creature								

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Horrid Wilting	22	Fortitude half	1 standard action	Instantaneous	Long (1080 Feet)	V, S, M/DF	Yes	Necromancy
<i>Effect:</i> Deals 17d6 damage within 30 ft.								
☐☐☐☐☐ Prying Eyes, Greater	22	None	1 minute	17 hours; see text [D]	One mile	V, S, M	No	Divination
<i>Effect:</i> As prying eyes, but eyes have true seeing.								
<i>Target:</i> Ten or more levitating eyes								

\* =Domain/Speciality Spell