

# Lambi Male Human Sor10

# NPC

Lawful Evil

NAME: Sor10  
 CLASS: Sorcerer  
 EXPERIENCE: 90000  
 NEXT LEVEL: 10  
 TCL: 55000

PLAYERNAME: Human  
 RACE: Human  
 SIZE: Medium  
 AGE: 0  
 GENDER: Male

DEITY: 5'4"  
 HEIGHT: 150 lbs  
 WEIGHT: 0  
 EYES: HAIR: POINTS:

ALIGNMENT: Normal  
 VISION: 0  
 POINTS:

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	12	+1	12	+1
<b>DEX</b> Dexterity	16	+3	16	+3
<b>CON</b> Constitution	13	+1	13	+1
<b>INT</b> Intelligence	16	+3	16	+3
<b>WIS</b> Wisdom	18	+4	18	+4
<b>CHA</b> Charisma	20	+5	20	+5

**HP** hit points: 40

**AC** armor class: 13

**INITIATIVE** modifier: +3

**BASE ATTACK** bonus: +5

WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
40										Walk 30'			
13	10	13	10	0	0	3	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

**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)	+6	+3	+3	+0	+0		
<b>WILLPOWER</b> (wisdom)	+11	+7	+4	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	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
<b>TOTAL WEIGHT CARRIED/VALUE</b>			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**

Blind-Fight	See Text
Heighten Spell	See Text
Martial Weapon Proficiency	See Text
Negotiator	See Text
Spell Penetration	See Text

**SKILLS** MAX RANKS 13/6.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	18	= 5	+ 13.0	+
Craft (Shipmaking)	INT	6	= 3	+ 3.0	+
✓ Jump	STR	3	= 1	+ 2.0	+
Knowledge (Arcana)	INT	16	= 3	+ 13.0	+
Knowledge (Dungeoneering)	INT	7	= 3	+ 4.0	+
Knowledge (History)	INT	7	= 3	+ 4.0	+
Knowledge (Nature)	INT	9	= 3	+ 6.0	+
✓ Ride	DEX	4	= 3	+ 1.0	+
Spellcraft	INT	18	= 3	+ 13.0	+ 2
✓ Survival	WIS	7	= 4	+ 3.0	+

✓ : can be used untrained. X : exclusive skills

## SPECIAL ABILITIES

Summon Familiar

## PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

## LANGUAGES

Common, Goblin, Infernal, Sylvan

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	9	5	4	3	2	1	0	0	0	0
<b>PER DAY</b>	6	8	7	7	6	4	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. <i>Target:</i> One missile of acid	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ 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	10 minute [D]	Medium (200 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action. <i>Target:</i> One humanoid creature of 4 HD or less	15	Will negates	1 standard action	10 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. <i>Target:</i> Ray	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	15	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	15	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ 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	16	Will negates	1 round	2d4 rounds [D]	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each. <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	16	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]
□□□□□ 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	10 minutes	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you. <i>Target:</i> One summoned creature	16	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF No		Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 10 minutes. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 10 minutes. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF Yes		Transmutation
□□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 10 minutes. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF Yes		Transmutation
□□□□□ Summon Monster II <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	17	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, F/DF No		Conjuration (Summoning)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blink <i>Effect:</i> You randomly vanish and reappear for 10 rounds. <i>Target:</i> You	18	None	1 standard action	10 rounds [D]	Personal	V, S	No	Transmutation
□□□□□ 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	18	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures. <i>Target:</i> 20-ft.-radius sphere centered on your location	18	None	1 standard action	20 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

## 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	10 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
□□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures. <i>Target:</i> Colorful lights with a 20-ft.-radius spread	19	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Persistent Image <i>Effect:</i> As major image, but no concentration required. <i>Target:</i> Visual figment that cannot extend beyond 14 10-ft. cubes [S]	20	Will disbelief (if interacted with)	1 standard action	10 minutes [D]	Long (800 Feet)	V, S, F	No	Illusion (Figment)

\* =Domain/Specialty Spell