

# Vigfus Male Human Sor17

# NPC

Neutral Evil

NAME  
Sor17  
CLASS  
272000  
EXPERIENCE  
17  
TCL  
153000  
NEXT LEVEL

PLAYERNAME  
Human  
RACE  
Medium  
SIZE  
6'4"  
HEIGHT  
246 lbs  
WEIGHT  
0  
Male  
GENDER  
AGE

DEITY  
EYES  
HAIR

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	18	+4	18	+4
<b>CON</b> Constitution	16	+3	16	+3
<b>INT</b> Intelligence	17	+3	17	+3
<b>WIS</b> Wisdom	14	+2	14	+2
<b>CHA</b> Charisma	20	+5	20	+5

HP	AC	INITIATIVE	BASE ATTACK
94	14	+4	+8/+3

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION

SPEED		
Walk 30'		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8	+5	+3	+0	+0		
<b>REFLEX</b> (dexterity)	+9	+5	+4	+0	+0		
<b>WILLPOWER</b> (wisdom)	+12	+10	+2	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Rod	See Text
Dodge	See Text
Extend Spell	See Text
Improved Unarmed Strike	See Text
Persuasive	See Text
Scribe Scroll	See Text

WOUNDS/CURRENT HP	FLAT	TOUCH	BASE
	10	14	10

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	9	= 1	+ 8.0	+
✓ Concentration	CON	23	= 3	+ 20.0	+
✓ Craft (Bowmaking)	INT	13	= 3	+ 10.0	+
✓ Forgery	INT	11	= 3	+ 8.0	+
Knowledge (Arcana)	INT	20	= 3	+ 17.0	+
Knowledge (Dungeoneering)	INT	6	= 3	+ 3.0	+
Knowledge (Nature)	INT	12	= 3	+ 9.5	+
Knowledge (Nobility and Royalty)	INT	11	= 3	+ 8.5	+
✓ Sense Motive	WIS	4	= 2	+ 2.5	+
✓ Spellcraft	INT	24	= 3	+ 19.0	+ 2

## 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, Shortstaff, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike	

LANGUAGES	
Common, Elven, Halfling, Orc	

# 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	8	7	7	7	7	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.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 17 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.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	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)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	170 minutes <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	17 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	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
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D] <i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	16	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)
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	17 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	17 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Medium (270 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 17 minutes.	17	Will negates (harmless)	1 standard action	17 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	17	Fortitude negates	1 standard action	1d6+2 rounds <i>Target:</i> Living humanoid touched	Touch	V, S, M	Yes	Necromancy
□□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged <i>Target:</i> One creature or object	Close (65 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	170 minutes [D] <i>Target:</i> You	Personal	V, S, M	No	Divination

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep.	18	Will negates	1 round	17 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Flame Arrow <i>Effect:</i> Deals real +1d6 fire damage.	18	None	1 standard action	170 minutes <i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting	Close (65 Feet)	V, S, M	No	Transmutation [Fire]
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher.	18	Will negates; see text	1 minute or longer; see text	17 days [D] <i>Target:</i> One touched object weighing no more than 10 lb.	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	18	None	1 standard action	17 rounds <i>Target:</i> Cylinder 40	Long (1080 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	17 days <i>Target:</i> One living creature	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Confusion <i>Effect:</i> Subjects behave oddly for 17 rounds.	19	Will negates	1 standard action	17 rounds <i>Target:</i> All creatures in a 15-ft. radius burst	Medium (270 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Shout <i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.	19	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous <i>Target:</i> Cone-shaped burst	30 ft.	V	Yes (object)	Evocation [Sonic]
□□□□□ Wall of Fire <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+17 damage	19	None	1 standard action	Concentration + 17 rounds <i>Target:</i> Opaque sheet of flame up to 340 ft. long or a ring of fire with a radius of up to 40 ft; either form 20 ft. high	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Fire]

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cone of Cold <i>Effect:</i> 17d6 cold damage.	20	Reflex half	1 standard action	Instantaneous <i>Target:</i> Cone-shaped burst	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□□ Mage's Faithful Hound <i>Effect:</i> Phantom dog can guard, attack.	20	None	1 standard action	17 hours or until discharged, then 17 rounds; see text <i>Target:</i> Phantom watchdog	Close (65 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Permanency <i>Effect:</i> Makes certain spells permanent.	20	None	2 rounds	Permanent; see text <i>Target:</i> See text	See text	V, S, XP	No	Universal
□□□□□ Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	20	Will negates	10 minutes	See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

\* =Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Legend Lore	21	None	See text	See text	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Lets you learn tales about a person, place, or thing.				<i>Target:</i> You				
Programmed Image	21	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]				
Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Banishment	22	Will negates	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes	Abjuration
<i>Effect:</i> Banishes 34 HD of extraplanar creatures.				<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
Grasping Hand	22	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, F/DF	Yes	Evocation [Force]
<i>Effect:</i> Hand provides cover, pushes, or grapples.				<i>Target:</i> 10-ft. hand				
Power Word Blind	22	None	1 standard action	See text	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Blinds creature with 200 hp or less.				<i>Target:</i> One creature with 200 hp or less				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Iron Body	23	None	1 standard action	17 minutes [D]	Personal	V, S, M/DF	No	Transmutation
<i>Effect:</i> Your body becomes living iron.				<i>Target:</i> You				
Power Word Stun	23	None	1 standard action	See text	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Stuns creature with 150 hp or less.				<i>Target:</i> One creature with 150 hp or less				

\* =Domain/Speciality Spell