

# Oga Female Dwarf Sor9

# NPC

Neutral Evil

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

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	12	+1	12	+1
<b>DEX</b> Dexterity	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2
<b>INT</b> Intelligence	19	+4	19	+4
<b>WIS</b> Wisdom	15	+2	15	+2
<b>CHA</b> Charisma	17	+3	17	+3

<b>HP</b> hit points	41	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
<b>AC</b> armor class	12	10	12	10	0	0	2	0	0	0	Walk 20'
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

<b>INITIATIVE</b> modifier	+2	=	+2	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	+4				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Bluff	CHA	10	=	3	+ 7.0 +
✓ Climb	STR	3	=	1	+ 2.5 +
✓ Concentration	CON	13	=	2	+ 11.0 +
✓ Craft (Pottery)	INT	16	=	4	+ 12.0 +
✓ Gather Information	CHA	5	=	3	+ 2.0 +
Knowledge (Arcana)	INT	16	=	4	+ 12.0 +
Knowledge (Geography)	INT	7	=	4	+ 3.0 +
Knowledge (History)	INT	7	=	4	+ 3.0 +
Knowledge (The Planes)	INT	5	=	4	+ 1.5 +
✓ Ride	DEX	6	=	2	+ 4.5 +
✓ Survival	WIS	3	=	2	+ 1.0 +

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+3	+2	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+3	+2	+0	+0		
<b>WILLPOWER</b> (wisdom)	+10	+6	+2	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+5	+4	+1	+0	+0	
<b>RANGED</b> attack bonus	+6	+4	+2	+0	+0	
<b>GRAPPLE</b> 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
Lift over head	43.0	86.0	130.0
Lift off ground	130.0	260.0	650.0
		Push / Drag	

FEATS	
Combat Reflexes	See Text
Iron Will	See Text
Point Blank Shot	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, Shortsphear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

## LANGUAGES

Common, Dwarven, Giant, Gnome, Orc, Terran

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible]. <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	13	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□ 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	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. <i>Target:</i> Ray	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	13	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. <i>Target:</i> See text	13	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	13	None	1 standard action	90 minutes [D]	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Chill Touch <i>Effect:</i> 9 touches deal 1d6 damage and possibly 1 Str damage. <i>Target:</i> Up to 9 Creatures touched	14	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes. <i>Target:</i> One scroll or two pages	14	See text	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Transmutation
□□□□ 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	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
□□□□ 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	14	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. <i>Target:</i> Creature touched	14	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 4 rounds. <i>Target:</i> One arrow of acid	15	None	1 standard action	4 rounds	Long (760 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door. <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	15	None	1 standard action	Instantaneous; see text	Medium (190 Feet)	V	No	Transmutation
□□□□ Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 9 minutes. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures. <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□ Haste <i>Effect:</i> 9 creatures moves faster, +1 on attack rolls, AC, and Reflex saves. <i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart	16	Fortitude negates (harmless)	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures. <i>Target:</i> 20-ft.-radius sphere centered on your location	16	None	1 standard action	18 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fear <i>Effect:</i> Subjects within cone flee for 9 rounds. <i>Target:</i> Cone-shaped burst	17	Will partial	1 standard action	9 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible. <i>Target:</i> You or creature touched	17	Will negates (harmless)	1 standard action	9 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	

\* =Domain/Speciality Spell