

Havard Male Human Sor14

NPC

Chaotic Evil

NAME Sor14	182000	PLAYERNAME Human	Medium	DEITY	6'5"	234 lbs	ALIGNMENT Normal
CLASS 14	105000	RACE	Male	HEIGHT	WEIGHT	VISION	0
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	

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

HP hit points	88	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 30'							
AC armor class	11	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

INITIATIVE modifier	+1	TOTAL	+1	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+7/+2					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	+4	+4	+0	+0		
REFLEX (dexterity)	+7	+4	+1	+0	+2		
WILLPOWER (wisdom)	+10	+9	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+8/+3	+7/+2	+1	+0	+0	
RANGED attack bonus	+8/+3	+7/+2	+1	+0	+0	
GRAPPLE attack bonus	+8/+3	+7/+2	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	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	
	43.0	86.0	130.0	
Lift over head	130.0	Lift off ground	260.0	Push / Drag
				650.0

FEATS	
Craft Rod	See Text
Investigator	See Text
Lightning Reflexes	See Text
Skill Focus (Knowledge (Arcana))	See Text
Weapon Focus (Crossbow (Heavy))	See Text
Widen Spell	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						17/8.5
✓ Balance	DEX	9	= 1	+ 8.5	+	
✓ Bluff	CHA	20	= 4	+ 16.0	+	
✓ Concentration	CON	21	= 4	+ 17.0	+	
✓ Diplomacy	CHA	11	= 4	+ 3.0	+ 4	
Disable Device	INT	10	= 4	+ 6.5	+	
Knowledge (Arcana)	INT	20	= 4	+ 16.0	+	
Knowledge (Architecture and Engineering)	INT	11	= 4	+ 7.0	+	
Knowledge (Geography)	INT	9	= 4	+ 5.0	+	
Knowledge (Nature)	INT	5	= 4	+ 1.0	+	
Knowledge (Nobility and Royalty)	INT	7	= 4	+ 3.0	+	
Perform (String Instruments)	CHA	5	= 4	+ 1.5	+	
✓ Sense Motive	WIS	7	= 1	+ 6.0	+	

✓ : 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
Abyssal, Common, Halfling, Infernal, Undercommon

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□ Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]	
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light					
□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)	
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds					
□□□□ Light	14	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched					
□□□□ Mage Hand	14	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation	
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.					
□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.					
□□□□ Message	14	None	1 standard action	140 minutes	Medium (240 Feet)	V, S, F	No	Transmutation [Language-Dependent]	
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 14 creatures					
□□□□ Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation	
<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					
□□□□ Read Magic	14	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination	
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You					
□□□□ Resistance	14	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched					

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□ Comprehend Languages	15	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination	
<i>Effect:</i> You understand all spoken and written languages.				<i>Target:</i> You					
□□□□ Detect Undead	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination	
<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation					
□□□□ Floating Disk	15	None	1 standard action	14 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]	
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1400 lbs				<i>Target:</i> 3-ft.-diameter disk of force					
□□□□ Sleep	15	Will negates	1 round	14 minutes	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	
<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					
□□□□ Summon Monster I	15	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)	
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature					

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□ Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (240 Feet)	V	Yes	Necromancy	
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature					
□□□□ Darkvision	16	Will negates (harmless)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless)	Transmutation	
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched					
□□□□ Gust of Wind	16	Fortitude negates	1 standard action	14 round	60 ft.	V, S	Yes	Evocation [Air]	
<i>Effect:</i> Blows away or knocks down smaller creatures.				<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range					
□□□□ Hideous Laughter	16	Will negates	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	
<i>Effect:</i> Subject loses actions for 14 rounds.				<i>Target:</i> One creature; see text					
□□□□ Mirror Image	16	None	1 standard action	14 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)	
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You					

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□ Halt Undead	17	Will negates (see text)	1 standard action	14 rounds	Medium (240 Feet)	V, S, M	Yes	Necromancy	
<i>Effect:</i> Immobilizes undead for 14 rounds.				<i>Target:</i> Up to 42 undead creatures, no two of which can be more than 30 ft. apart					
□□□□ Haste	17	Fortitude negates (harmless)	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes (harmless)	Transmutation	
<i>Effect:</i> 14 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart					
□□□□ Magic Circle against Good	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	
<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature					
□□□□ Suggestion	17	Will negates	1 standard action	14 hours or until completed	Close (60 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	
<i>Effect:</i> Compels subject to follow stated course of action.				<i>Target:</i> One living creature					

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□ Charm Monster	18	Will negates	1 standard action	14 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature					
□□□□ Detect Scrying	18	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination	
<i>Effect:</i> Alerts you of magical eavesdropping.				<i>Target:</i> 40-ft.-radius emanation centered on you					
□□□□ Fire Shield	18	None	1 standard action	14 rounds [D]	Personal	V, S, M/DF	No	Evocation	
<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You					
□□□□ Secure Shelter	18	None	10 minutes	28 hours [D]	Close (60 Feet)	V, S, M, F; No see text		Conjuration (Creation)	
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure					

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□ Cloudkill	19	Fortitude partial; see text	1 standard action	14 minutes	Medium (240 Feet)	V, S	No	Conjuration (Creation)	
<i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high					
□□□□ Dismissal	19	Will negates; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, DF	Yes	Abjuration	
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature					
□□□□ Feblemind	19	Will negates; see text	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	
<i>Effect:</i> Subject's Int and Cha drop to 1.				<i>Target:</i> One creature					

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Fog <i>Effect:</i> Fog deals acid damage.	20	None	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
□□□□ Antimagic Field <i>Effect:</i> Negates magic within 10 ft.	20	None	1 standard action	140 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Phase Door <i>Effect:</i> Creates an invisible passage through wood or stone.	21	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)

* =Domain/Speciality Spell