

Ahmad Male Human Sor9

NPC

Lawful Evil

NAME
Sor9
CLASS
72000
EXPERIENCE
9
TCL
45000
NEXT LEVEL

PLAYERNAME
Human
RACE
Medium
SIZE
0
AGE
Male
GENDER

DEITY
5'9"
HEIGHT
164 lbs
WEIGHT
EYES
HAIR

ALIGNMENT
Normal
VISION
0
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	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points: 58

AC armor class: 11

TOTAL: 10 : FLAT : 11 : TOUCH = 10 : BASE

INITIATIVE modifier: +1 = +1 + +0

TOTAL: +1 = +1 + +0

BASE ATTACK bonus: +4

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 30'

ARCANE SPELL FAILURE: 0

ARMOR CHECK PENALTY: +0

SPELL RESISTANCE: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+3	+4	+0	+0		
REFLEX (dexterity)	+4	+3	+1	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+5	+4	+1	+0	+0	
RANGED attack bonus	+5	+4	+1	+0	+0	
GRAPPLE 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
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
Empower Spell	See Text
Scribe Scroll	See Text
Still Spell	See Text
Toughness (1x)	See Text

SKILLS MAX RANKS 12/6

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Escape Artist	DEX	1	= 1	+ 0.5	+
Knowledge (Architecture and Engineering)	INT	3	= 1	+ 2.5	+
Knowledge (Dungeoneering)	INT	5	= 1	+ 4.5	+
Knowledge (Geography)	INT	3	= 1	+ 2.0	+
Knowledge (Nature)	INT	5	= 1	+ 4.5	+
Knowledge (Nobility and Royalty)	INT	3	= 1	+ 2.0	+
✓ Sense Motive	WIS	3	= 1	+ 2.0	+
Spellcraft	INT	11	= 1	+ 10.0	+
✓ Swim	STR	4	= 1	+ 3.5	+

✓ : 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

Common, Dwarven

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	14	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	9 round	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 9 minutes [D]		V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm <i>Effect:</i> Wards an area for 18 hours.	15	None	1 standard action	18 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	15	None	1 standard action	9 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	9 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	9 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher.	17	Will negates; see text	1 minute or longer; see text	9 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Phantom Steed <i>Effect:</i> Magic horse appears for 9 hours.	17	None	10 minutes	9 hours [D]	0 ft.	V, S	No	Conjuration (Creation)

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.	18	Will negates	1 standard action	9 days	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less.	18	Will negates	1 round	9 days or until discharged [D]	Close (45 Feet)	V	Yes	Enchantment (Compulsion)

* =Domain/Speciality Spell