

Helgi Male Human Sor9

NPC

Lawful Neutral

NAME Sor9	72000	PLAYERNAME Human	Medium	DEITY 5'6"	152 lbs	ALIGNMENT Normal
CLASS 9	45000	RACE 0	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	14	+2	14	+2
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP hit points	64	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 30'							
AC armor class	12	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	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+4					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS	
						12/6	
✓ Appraise	INT	10	= 4	+ 6.0	+		
✓ Climb	STR	7	= 2	+ 5.5	+		
✓ Concentration	CON	15	= 4	+ 11.0	+		
Decipher Script	INT	5	= 4	+ 1.0	+		
Knowledge (Arcana)	INT	14	= 4	+ 10.0	+		
Knowledge (Architecture and Engineering)	INT	5	= 4	+ 1.5	+		
Knowledge (Religion)	INT	8	= 4	+ 4.0	+		
Knowledge (The Planes)	INT	7	= 4	+ 3.0	+		
Perform (Dance)	CHA	7	= 4	+ 3.5	+		
✓ Search	INT	7	= 4	+ 3.5	+		
Spellcraft	INT	17	= 4	+ 11.0	+ 2		

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+3	+4	+0	+0		
REFLEX (dexterity)	+5	+3	+2	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+6	+4	+2	+0	+0	
RANGED attack bonus	+6	+4	+2	+0	+0	
GRAPPLE attack bonus	+6	+4	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Combat Casting	See Text
Extend Spell	See Text
Silent Spell	See Text
Skill Focus (Concentration)	See Text
Spell Penetration	See Text

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability
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

Celestial, Common, Elven, Giant, Infernal

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
□□□□ 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.	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	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]
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	9 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□ Mount <i>Effect:</i> Summons riding horse for 18 hours.	15	None	1 round	18 hours [D]	Close (45 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□ 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]

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 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□ Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	16	None	1 standard action	9 minutes	Long (760 Feet)	V, S, F/DF	No	Divination
□□□□ 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
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	17	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 9d6 damage.	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+9 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	18	Will negates	1 standard action	Concentration + 9 rounds [D]	Medium (190 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]

* =Domain/Speciality Spell