

Balendd Male Dwarf Sor9

NAME

Sor9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'3"

HEIGHT

154 lbs

WEIGHT

,

HAIR

EYES

Lawful Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	13	+1	13	+1
CON Constitution	17	+3	17	+3
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	17	+3	17	+3

HP hit points	48	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	11	10	11	10	0	0	1	0	0	0	0	0	0	
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	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓	Concentration	CON	14	= 3	+ 11.0	+
	Craft (Sculpting)	INT	16	= 4	+ 12.0	+
	Decipher Script	INT	5	= 4	+ 1.0	+
	Knowledge (Arcana)	INT	14	= 4	+ 10.0	+
	Knowledge (Dungeoneering)	INT	9	= 4	+ 5.5	+
	Open Lock	DEX	7	= 1	+ 6.0	+
✓	Ride	DEX	6	= 1	+ 5.0	+
✓	Spot	WIS	5	= 1	+ 4.0	+
				=	+	+
		✓ : can be used untrained. ✗ : exclusive skills				

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

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+6	= +4	+2	+0	+0	
RANGED attack bonus	+5	= +4	+1	+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
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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	
Magical Aptitude	See Text
Silent Spell	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, Orc, Terran, Undercommon






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	4	0	0	0	0	0





LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	Concentration, up to 9 minutes <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.	13	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (45 Feet)	V, S	No	Divination
 Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (45 Feet)	V, S	Yes	Necromancy
 Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous <i>Target:</i> Burst of light	Close (45 Feet)	V	Yes	Evocation [Light]
 Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	9 rounds [D] <i>Target:</i> Illusory sounds	Close (45 Feet)	V, S, M	No	Illusion (Figment)
 Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	90 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
 Mage Hand <i>Effect:</i> 5-pound telekinesis.	13	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (45 Feet)	V, S	No	Transmutation
 Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	9 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal




LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	14	Will negates	1 standard action	Instantaneous; see text <i>Target:</i> Cone-shaped burst	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
 Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	14	None	1 standard action	Concentration, up to 9 minutes <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
 Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds <i>Target:</i> 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	Close (45 Feet)	V	Yes (object)	Transmutation
 Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	14	Will negates (harmless)	1 standard action	9 hours [D] <i>Target:</i> Creature touched	Touch	V, S, F	No	Conjuration (Creation) [Force]
 Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (190 Feet)	V, S	Yes	Evocation [Force]



LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Blur <i>Effect:</i> Attacks miss subject 20% of the time.	15	Will negates (harmless)	1 standard action	9 minutes [D] <i>Target:</i> Creature touched	Touch	V	Yes (harmless)	Illusion (Glamour)
 Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	15	None	1 standard action	Permanent <i>Target:</i> Object touched	Touch	V, S, M	No	Evocation [Light]
 Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 9 minutes.	15	Will negates (harmless)	1 standard action	9 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Invisibility <i>Effect:</i> Subject is invisible for 9 minutes or until it attacks.	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 minutes [D] <i>Target:</i> You or a creature or object weighing no more than 900 lbs	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	16	None	1 standard action	Instantaneous <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst	Medium (190 Feet)	V, S	No	Abjuration
 Fly <i>Effect:</i> Subject flies at speed of 60 ft.	16	Will negates (harmless)	1 standard action	9 minutes <i>Target:</i> Creature touched	Touch	V, S, F/DF	Yes (harmless)	Transmutation
 Keen Edge <i>Effect:</i> Doubles normal weapon's threat range.	16	Will negates (harmless, object)	1 standard action	90 minutes <i>Target:</i> One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Dimension Door <i>Effect:</i> Teleports you short distance.	17	None and Will negates (object)	1 standard action	Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures	Long (760 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
 Wall of Ice <i>Effect:</i> Ice plane creates wall with 24 hp or hemisphere can trap creatures inside.	17	Reflex negates; see text	1 standard action	9 minutes <i>Target:</i> Anchored plane of ice, up to 9 10-ft. squares, or hemisphere of ice with a radius of up to 12 ft	Medium (190 Feet)	V, S, M	Yes	Evocation [Cold]

* =Domain/Specialty Spell