

# Abu Male Human Sor16

# NPC

Neutral Evil

|       |       |        |       |        |      |         |        |
|-------|-------|--------|-------|--------|------|---------|--------|
| NAME  | Sor16 | 240000 | Human | Medium | 6'2" | 248 lbs | Normal |
| CLASS | 16    | 136000 | 0     | Male   |      |         | VISION |
| TCL   |       |        | AGE   | GENDER | EYES | HAIR    | POINTS |

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| <b>STR</b><br>Strength     | 12            | +1               | 12         | +1            |
| <b>DEX</b><br>Dexterity    | 18            | +4               | 18         | +4            |
| <b>CON</b><br>Constitution | 16            | +3               | 16         | +3            |
| <b>INT</b><br>Intelligence | 14            | +2               | 14         | +2            |
| <b>WIS</b><br>Wisdom       | 12            | +1               | 12         | +1            |
| <b>CHA</b><br>Charisma     | 21            | +5               | 21         | +5            |

|                          |    |                   |      |                |      |                  |              |               |               |               |               |             |                      |                     |                  |
|--------------------------|----|-------------------|------|----------------|------|------------------|--------------|---------------|---------------|---------------|---------------|-------------|----------------------|---------------------|------------------|
| <b>HP</b><br>hit points  | 86 | WOUNDS/CURRENT HP |      | SUBDUAL DAMAGE |      | DAMAGE REDUCTION |              | SPEED         |               |               |               |             |                      |                     |                  |
| <b>AC</b><br>armor class | 14 | 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 |
|                          |    |                   |      |                |      |                  |              |               |               |               |               |             |                      |                     |                  |

|                               |       |       |    |              |    |               |
|-------------------------------|-------|-------|----|--------------|----|---------------|
| <b>INITIATIVE</b><br>modifier | +8    | TOTAL | +4 | DEX MODIFIER | +4 | MISC MODIFIER |
| <b>BASE ATTACK</b><br>bonus   | +8/+3 |       |    |              |    |               |

| SKILL NAME                       | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS |               |
|----------------------------------|-------------|----------------|------------------|-----------|---------------|
|                                  |             |                |                  | RANKS     | MISC MODIFIER |
| ✓ Bluff                          | CHA         | 19             | = 5              | + 14.0    |               |
| ✓ Diplomacy                      | CHA         | 15             | = 5              | + 6.0     | + 4           |
| ✓ Disguise                       | CHA         | 8              | = 5              | + 1.5     | + 2           |
| Knowledge (Arcana)               | INT         | 18             | = 2              | + 16.0    |               |
| Knowledge (Dungeoneering)        | INT         | 9              | = 2              | + 7.0     |               |
| Knowledge (Local)                | INT         | 5              | = 2              | + 3.0     |               |
| Knowledge (Nature)               | INT         | 6              | = 2              | + 4.0     |               |
| Knowledge (Nobility and Royalty) | INT         | 8              | = 2              | + 6.0     |               |
| Knowledge (Religion)             | INT         | 6              | = 2              | + 4.0     |               |
| Spellcraft                       | INT         | 22             | = 2              | + 18.0    | + 2           |

✓ : 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><br>(constitution) | +8    | +5        | +3               | +0             | +0            |               |                       |
| <b>REFLEX</b><br>(dexterity)       | +9    | +5        | +4               | +0             | +0            |               |                       |
| <b>WILLPOWER</b><br>(wisdom)       | +13   | +10       | +1               | +0             | +2            |               |                       |

|                                | TOTAL  | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|--------|-------------------|---------------|---------------|---------------|---------------|
| <b>MELEE</b><br>attack bonus   | +9/+4  | +8/+3             | +1            | +0            | +0            |               |
| <b>RANGED</b><br>attack bonus  | +12/+7 | +8/+3             | +4            | +0            | +0            |               |
| <b>GRAPPLE</b><br>attack bonus | +9/+4  | +8/+3             | +1            | +0            | +0            |               |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
|         | +9/+4              | 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 |
| Eschew Materials    | See Text |
| Improved Initiative | See Text |
| Iron Will           | See Text |
| Toughness (1x)      | See Text |

## 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, Giant, Ignan

# Sorcerer Spells

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

## LEVEL 0

| Name  | DC | Saving Throw          | Time              | Duration        | Range             | Comp.   | Spell Resistance | School                             |
|---|----|-----------------------|-------------------|-----------------|-------------------|---------|------------------|------------------------------------|
| □□□□□ Acid Splash<br><i>Effect:</i> Orb deals 1d3 acid damage.                        | 15 | None                  | 1 standard action | Instantaneous   | Close (65 Feet)   | V, S    | No               | Conjuration (Creation) [Acid]      |
| □□□□□ Detect Magic<br><i>Effect:</i> Detects spells and magic items within 60 ft.     | 15 | None                  | 1 standard action | 160 minutes [D] | 60 ft.            | V, S    | No               | Divination                         |
| □□□□□ Detect Poison<br><i>Effect:</i> Detects poison in one creature or small object. | 15 | None                  | 1 standard action | Instantaneous   | Close (65 Feet)   | V, S    | No               | Divination                         |
| □□□□□ Flare<br><i>Effect:</i> Dazzles one creature [-1 on attack rolls].              | 15 | Fortitude negates     | 1 standard action | Instantaneous   | Close (65 Feet)   | V       | Yes              | Evocation [Light]                  |
| □□□□□ Light<br><i>Effect:</i> Object shines like a torch.                             | 15 | None                  | 1 standard action | 160 minutes [D] | Touch             | V, M/DF | No               | Evocation [Light]                  |
| □□□□□ Mage Hand<br><i>Effect:</i> 5-pound telekinesis.                                | 15 | None                  | 1 standard action | Concentration   | Close (65 Feet)   | V, S    | No               | Transmutation                      |
| □□□□□ Message<br><i>Effect:</i> Whispered conversation at distance.                   | 15 | None                  | 1 standard action | 160 minutes     | Medium (260 Feet) | V, S, F | No               | Transmutation [Language-Dependent] |
| □□□□□ Open/Close<br><i>Effect:</i> Opens or closes small or light things.             | 15 | Will negates (object) | 1 standard action | Instantaneous   | Close (65 Feet)   | V, S, F | Yes (object)     | Transmutation                      |
| □□□□□ Read Magic<br><i>Effect:</i> Read scrolls and spellbooks.                       | 15 | None                  | 1 standard action | 160 minutes     | Personal          | V, S, F | No               | Divination                         |

## LEVEL 1

| Name  | DC | Saving Throw                    | Time              | Duration       | Range             | Comp.    | Spell Resistance       | School                                    |
|---|----|---------------------------------|-------------------|----------------|-------------------|----------|------------------------|---|
| □□□□□ Burning Hands<br><i>Effect:</i> 5d4 fire damage                       | 16 | Reflex half                     | 1 standard action | Instantaneous  | 15 ft.            | V, S     | Yes                    | Evocation [Fire]                          |
| □□□□□ Charm Person<br><i>Effect:</i> Makes one person your friend.          | 16 | Will negates                    | 1 standard action | 16 hours       | Close (65 Feet)   | V, S     | Yes                    | Enchantment (Charm) [Mind-Affecting]      |
| □□□□□ Hypnotism<br><i>Effect:</i> Fascinates 2d4 HD of creatures.           | 16 | Will negates                    | 1 round           | 2d4 rounds [D] | Close (65 Feet)   | V, S     | Yes                    | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□□ Magic Missile<br><i>Effect:</i> 5 missiles that do 1d4+1 damage each. | 16 | None                            | 1 standard action | Instantaneous  | Medium (260 Feet) | V, S     | Yes                    | Evocation [Force]                         |
| □□□□□ Magic Weapon<br><i>Effect:</i> Weapon gains +1 bonus.                 | 16 | Will negates (harmless, object) | 1 standard action | 16 minutes     | Touch             | V, S, DF | Yes (harmless, object) | Transmutation                             |

## LEVEL 2

| Name  | DC | Saving Throw      | Time              | Duration        | Range             | Comp.   | Spell Resistance | School                                    |
|---|----|-------------------|-------------------|-----------------|-------------------|---------|------------------|---|
| □□□□□ Darkness<br><i>Effect:</i> 20-ft. radius of supernatural shadow.            | 17 | None              | 1 standard action | 160 minutes [D] | Touch             | V, M/DF | No               | Evocation [Darkness]                      |
| □□□□□ Gust of Wind<br><i>Effect:</i> Blows away or knocks down smaller creatures. | 17 | Fortitude negates | 1 standard action | 16 round        | 60 ft.            | V, S    | Yes              | Evocation [Air]                           |
| □□□□□ Hideous Laughter<br><i>Effect:</i> Subject loses actions for 16 rounds.     | 17 | Will negates      | 1 standard action | 16 rounds       | Close (65 Feet)   | V, S, M | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□□ Levitate<br><i>Effect:</i> Subject moves up and down at your direction.     | 17 | None              | 1 standard action | 16 minutes [D]  | Personal or close | V, S, F | No               | Transmutation                             |
| □□□□□ See Invisibility<br><i>Effect:</i> Reveals invisible creatures or objects.  | 17 | None              | 1 standard action | 160 minutes [D] | Personal          | V, S, M | No               | Divination                                |

## LEVEL 3

| Name  | DC | Saving Throw   | Time              | Duration       | Range             | Comp.   | Spell Resistance                         | School            |
|---|----|--|-------------------|----------------|-------------------|---------|--|-------------------|
| □□□□□ Dispel Magic<br><i>Effect:</i> Cancels magical spells and effects.                            | 18 | None   | 1 standard action | Instantaneous  | Medium (260 Feet) | V, S    | No                                       | Abjuration        |
| □□□□□ Haste<br><i>Effect:</i> 16 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.  | 18 | Fortitude negates (harmless)                               | 1 standard action | 16 rounds      | Close (65 Feet)   | V, S, M | Yes (harmless)                           | Transmutation     |
| □□□□□ Invisibility Sphere<br><i>Effect:</i> Makes everyone within 10 ft. invisible.                 | 18 | Will negates (harmless) or Will negates (harmless, object) | 1 standard action | 16 minutes [D] | Personal or touch | V, S, M | Yes (harmless) or Yes (harmless, object) | Illusion (Glamer) |
| □□□□□ Slow<br><i>Effect:</i> 16 subjects takes only one action/round, -2 to AC, -2 on attack rolls. | 18 | Will negates   | 1 standard action | 16 rounds      | Close (65 Feet)   | V, S, M | Yes                                      | Transmutation     |

## LEVEL 4

| Name   | DC | Saving Throw             | Time              | Duration                        | Range             | Comp.   | Spell Resistance                         | School                               |
|--|----|--------------------------|-------------------|---------------------------------|-------------------|---------|--|--------------------------------------|
| □□□□□ Charm Monster<br><i>Effect:</i> Makes monster believe it is your ally.                                   | 19 | Will negates             | 1 standard action | 16 days                         | Close (65 Feet)   | V, S    | Yes                                      | Enchantment (Charm) [Mind-Affecting] |
| □□□□□ Geas, Lesser<br><i>Effect:</i> Commands subject of 7 HD or less.   | 19 | Will negates             | 1 round           | 16 days or until discharged [D] | Close (65 Feet)   | V       | Yes                                      | Enchantment (Compulsion)             |
| □□□□□ Invisibility, Greater<br><i>Effect:</i> As invisibility, but subject can attack and stay invisible.      | 19 | Will negates (harmless)  | 1 standard action | 16 rounds [D]                   | Personal or touch | V, S    | Yes (harmless) or Yes (harmless, object) | Illusion (Glamer)                    |
| □□□□□ Wall of Ice<br><i>Effect:</i> Ice plane creates wall with 31 hp or hemisphere can trap creatures inside. | 19 | Reflex negates; see text | 1 standard action | 16 minutes                      | Medium (260 Feet) | V, S, M | Yes                                      | Evocation [Cold]                     |

## LEVEL 5

| Name  | DC | Saving Throw            | Time              | Duration                | Range             | Comp.      | Spell Resistance     | School                                    |
|---|----|-------------------------|-------------------|-------------------------|-------------------|------------|----------------------|---|
| □□□□□ Hold Monster<br><i>Effect:</i> As hold person, but any creature.  | 20 | Will negates; see text  | 1 standard action | 16 rounds [D]; see text | Medium (260 Feet) | V, S, M/DF | Yes                  | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□□ Overland Flight<br><i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.            | 20 | Will negates (harmless) | 1 standard action | 16 hours                | Personal          | V, S       | Yes (harmless)       | Transmutation                             |
| □□□□□ Planar Binding, Lesser<br><i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task. | 20 | Will negates            | 10 minutes        | Instantaneous           | Close (65 Feet)   | V, S       | No and Yes; see text | Conjuration (Calling)                     |
| □□□□□ Summon Monster V<br><i>Effect:</i> Calls extraplanar creature to fight for you.                               | 20 | None                    | 1 round           | 16 rounds [D]           | Close (65 Feet)   | V, S, F/DF | No                   | Conjuration (Summoning)                   |

\* =Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

| Name   | DC | Saving Throw          | Time              | Duration                             | Range             | Comp.   | Spell Resistance | School           |
|--|----|-----------------------|-------------------|--------------------------------------|-------------------|---------|------------------|------------------|
| □□□□ Flesh to Stone<br><i>Effect:</i> Turns subject creature into statue.  | 21 | Fortitude negates     | 1 standard action | Instantaneous                        | Medium (260 Feet) | V, S, M | Yes              | Transmutation    |
| □□□□ Freezing Sphere<br><i>Effect:</i> Freezes water or deals cold damage. | 21 | Reflex half; see text | 1 standard action | Instantaneous or 16 rounds; see text | Long (1040 Feet)  | V, S, F | Yes              | Evocation [Cold] |
| □□□□ Transformation<br><i>Effect:</i> You gain combat bonuses.             | 21 | None                  | 1 standard action | 16 rounds                            | Personal          | V, S, M | No               | Transmutation    |

## LEVEL 7

| Name  | DC | Saving Throw  | Time              | Duration | Range    | Comp.       | Spell Resistance | School            |
|---|----|---|-------------------|----------|----------|-------------|------------------|-------------------|
| □□□□ Shadow Conjunction, Greater<br><i>Effect:</i> As shadow conjunction, but up to 6th level and 60% real. | 22 | Will disbelief (if interacted with); varies; see text | 1 standard action | See text | See text | V, S        | Yes; see text    | Illusion (Shadow) |
| □□□□ Vision<br><i>Effect:</i> As legend lore, but quicker and strenuous.                                    | 22 | None  | 1 standard action | See text | Personal | V, S, M, XP | No               | Divination        |

## LEVEL 8

| Name  | DC | Saving Throw  | Time       | Duration | Range           | Comp. | Spell Resistance | School             |
|---|----|---|------------|----------|-----------------|-------|------------------|--------------------|
| □□□□ Screen<br><i>Effect:</i> Illusion hides area from vision, scrying. | 23 | None or Will disbelief (if interacted with); see text | 10 minutes | 24 hours | Close (65 Feet) | V, S  | No               | Illusion (Glamour) |

\* =Domain/Speciality Spell