

NPC

Chaotic Neutral
ALIGNMENT
Normal
VISION
0
POINTS

		SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED												
								Walk 30'												
	+	0	+	0	+	1	+	0	+	0	+	0		0		+	0		0	
		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE

SKILLS							MAX RANKS	9/4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
Knowledge (Arcana)	INT	9	= 1 +	8.0	+			
Knowledge (Architecture and Engineering)	INT	3	= 1 +	2.0	+			
Knowledge (The Planes)	INT	4	= 1 +	3.0	+			
✓ Move Silently	DEX	4	= 1 +	3.5	+			
✓ Ride	DEX	3	= 1 +	2.0	+			
Spellcraft	INT	12	= 1 +	9.0	+ 2			

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SPECIAL ABILITIES

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, Halfling

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	4	2	1	0	0	0	0	0	0
PER DAY	6	7	6	4	0	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.	14	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area Concentration, up to 6 minutes [D] <i>Target:</i> Cone-shaped emanation.	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	60 minutes <i>Target:</i> 6 creatures	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (40 Feet)	V, S	Yes	Evocation [Cold]

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	6 rounds <i>Target:</i> One ropelike object, length up to 80 ft.; see text	Medium (160 Feet)	V, S	No	Transmutation
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	6 minutes [D] <i>Target:</i> One humanoid creature	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□□ Magic Missile <i>Effect:</i> 3 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (160 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	6 minutes [D] <i>Target:</i> One humanoid creature	Close (40 Feet)	V, S, M	Yes	Transmutation

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds.	16	None	1 standard action	3 rounds <i>Target:</i> One arrow of acid	Long (640 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	Medium (160 Feet)	V	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Protection from Energy <i>Effect:</i> Absorb 72 points of damage from one kind of energy.	17	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration

* =Domain/Speciality Spell