

## NPC

Neutral Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0 ARCANE	+0 ARMOR	0 SPELL RESISTANCE

SKILL NAME		SKILLS					MAX RANKS	13/6.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Bluff	CHA	18	=	5	+ 13.0	+	
✓	Concentration	CON	9	=	0	+ 9.0	+	
	Craft (Painting)	INT	5	=	4	+ 1.0	+	
	Craft (Stonemasonry)	INT	11	=	4	+ 7.0	+	
	Decipher Script	INT	6	=	4	+ 2.0	+	
	Knowledge (Arcana)	INT	17	=	4	+ 13.0	+	
	Knowledge (History)	INT	6	=	4	+ 2.0	+	
	Knowledge (The Planes)	INT	4	=	4	+ 0.5	+	
	Profession (Hunter)	WIS	13	=	1	+ 12.0	+	
	Sleight of Hand	DEX	5	=	2	+ 1.0	+ 2	
	Spellcraft	INT	18	=	4	+ 12.0	+ 2	
_____ = _____ + _____ + _____								
✓ : can be used untrained. X : exclusive skills								

	TOTAL	=	BASE ATTACK BONUS	+	STAT MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
<b>MELEE</b> attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+7	=	+5	+	+2	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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

## SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

+4 to Concentration to use spll or spelllike ability

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep effects.

## Summon Familiar

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

## Common, Draconic, Elven, Gnome, Sylvan

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<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.				
□□□□□ Detect Magic	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
□□□□□ Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
□□□□□ Mage Hand	15	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Ray of Frost	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
<i>Effect:</i> Ray deals 1d3 cold damage.				<i>Target:</i> Ray				
□□□□□ Read Magic	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Undead	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□ Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
□□□□□ Mage Armor	16	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<i>Effect:</i> Gives subject +4 armor bonus.				<i>Target:</i> Creature touched				
□□□□□ Protection from Law	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□ Unseen Servant	16	None	1 standard action	10 hours	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Invisible force obeys your commands.				<i>Target:</i> One invisible, mindless, shapeless servant				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ False Life	17	None	1 standard action	10 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
<i>Effect:</i> Gain 1d10+10 temporary hp				<i>Target:</i> You				
□□□□□ Hypnotic Pattern	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (200 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Fascinates [2d4 + level] HD of creatures.				<i>Target:</i> Colorful lights in a 10-ft.-radius spread				
□□□□□ Misdirection	17	None or Will negates; see text	1 standard action	10 hours	Close (50 Feet)	V, S	No	Illusion (Glamer)
<i>Effect:</i> Misleads divinations for one creature or object.				<i>Target:</i> One creature or object, up to a 10-ft. cube in size				
□□□□□ Rope Trick	17	None	1 standard action	10 hours [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> As many as eight creatures hide in extradimensional space.				<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dispel Magic	18	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□ Haste	18	Fortitude negates (harmless)	1 standard action	10 rounds	Close (50 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 10 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Lightning Bolt	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 10d6 damage.				<i>Target:</i> 120-ft. line				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Monster	19	Will negates	1 standard action	10 days	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature				
□□□□□ Rainbow Pattern	19	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Lights fascinate 24 HD of creatures.				<i>Target:</i> Colorful lights with a 20-ft.-radius spread				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1000 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				

\* =Domain/Specialty Spell