

Konik Male Dwarf Sor12

NAME

Sor12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'1"

HEIGHT

166 lbs

WEIGHT

0

HAIR

0

AGE

Male

GENDER

Chaotic Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	15	+2	15	+2
CHA Charisma	19	+4	19	+4

WOUNDS/CURRENT HP

54

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

HP

hit points

AC

armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+6

BASE SAVE

+4

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

+6

BASE SAVE

+4

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

+12

BASE SAVE

+8

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC MODIFIER

+2

TEMP MODIFIER

MELEE

attack bonus

TOTAL

+7/+2

BASE ATTACK BONUS

+6/+1

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED

attack bonus

TOTAL

+8/+3

BASE ATTACK BONUS

+6/+1

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

GRAPPLE

attack bonus

TOTAL

+7/+2

BASE ATTACK BONUS

+6/+1

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+7/+2

DAMAGE

1d3+1

CRITICAL

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

43.0

Medium

86.0

Heavy

130.0

Lift over head

130.0

Lift off ground

260.0

Push / Drag

650.0

FEATS

Craft Magic Arms and Armor

See Text

Craft Rod

See Text

Craft Wondrous Item

See Text

Iron Will

See Text

Skill Focus (Knowledge (Arcana))

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

15/7.5

Concentration

CON

17

=

2

+

15.0

+

Decipher Script

INT

6

=

4

+

2.0

+

Heal

WIS

8

=

2

+

6.5

+

Knowledge (Arcana)

INT

17

=

4

+

13.0

+

Knowledge (Architecture and Engineering)

INT

9

=

4

+

5.0

+

Knowledge (Nature)

INT

7

=

4

+

3.5

+

Knowledge (Nobility and Royalty)

INT

10

=

4

+

6.5

+

Knowledge (Religion)

INT

6

=

4

+

2.5

+

Spellcraft

INT

21

=

4

+

15.0

+

2

✓ : can be used untrained. ✕ : exclusive skills

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, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Dwarven, Gnome, Goblin, Terran, Undercommon

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect:</i> Inscribe a personal rune [visible or invisible].								
□□□□ Dancing Lights	14	None	1 standard action	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.								
□□□□ Detect Magic	14	None	1 standard action	Target: Up to four lights, all within a 10-ft.-radius area	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.								
□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.								
□□□□ Mage Hand	14	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.								
□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.								
□□□□ Message	14	None	1 standard action	Target: One object of up to 1 lb.	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.								
□□□□ Read Magic	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
□□□□ Touch of Fatigue	14	Fortitude negates	1 standard action	Target: You	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.								
<i>Target:</i> Creature touched								

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm	15	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 24 hours.								
□□□□ Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.								
□□□□ Enlarge Person	15	Fortitude negates	1 round	12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Creatures size increases to next category								
□□□□ Magic Weapon	15	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.								
□□□□ Protection from Law	15	Will negates (harmless)	1 standard action	12 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								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Blur	16	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
<i>Effect:</i> Attacks miss subject 20% of the time.								
□□□□ Darkness	16	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.								
□□□□ Fog Cloud	16	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog obscures vision.								
□□□□ Fox's Cunning	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 Int for 12 minutes.								
□□□□ Whispering Wind	16	None	1 standard action	Target: Creature touched	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
<i>Effect:</i> Sends a short message 12 miles.								
<i>Target:</i> 10-ft.-radius spread								

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Blink	17	None	1 standard action	12 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You randomly vanish and reappear for 12 rounds.								
□□□□ Dispel Magic	17	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.								
□□□□ Fireball	17	Reflex half	1 standard action	Instantaneous	Long (880 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.								
□□□□ Major Image	17	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (880 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus sound, smell and thermal effects.								
<i>Target:</i> Visual figment that cannot extend beyond 16 10-ft. cubes[S]								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.								
□□□□ Polymorph	18	None	1 standard action	12 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.								
□□□□ Secure Shelter	18	None	10 minutes	24 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.								
<i>Target:</i> 20 ft. square structure								

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cone of Cold	19	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> 12d6 cold damage.								
□□□□ Hold Monster	19	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As hold person, but any creature.								
<i>Target:</i> One living creature								

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Globe of Invulnerability	20	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.								
<i>Target:</i> 10-ft.-radius spherical emanation, centered on you								

\* =Domain/Specialty Spell