

Muhammed Male Human Sor13 NPC

NAME Sor13	156000	PLAYERNAME Human	Medium	DEITY 5'8"	180 lbs	Lawful Evil
CLASS 13	EXPERIENCE 91000	RACE 0	SIZE Male	HEIGHT WEIGHT		ALIGNMENT Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION 0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	20	+5	20	+5

HP hit points	49	WOUNDS/CURRENT HP			
AC armor class	11	10	11	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+1	+1	+0		
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+6/+1				

SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED		
										Walk 30'		
0	0	1	0	0	0	0	0	0	0	0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+4	+1	+0	+0		
REFLEX (dexterity)	+5	+4	+1	+0	+0		
WILLPOWER (wisdom)	+11	+8	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	+6/+1	+3	+0	+0	
RANGED attack bonus	+7/+2	+6/+1	+1	+0	+0	
GRAPPLE attack bonus	+9/+4	+6/+1	+3	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+3	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		
76.0	153.0	230.0		
Lift over head	Lift off ground	Push / Drag	1150.0	

FEATS	
Brew Potion	See Text
Combat Casting	See Text
Endurance	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Magical Aptitude	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						16/8
✓ Bluff	CHA	21	= 5	+ 16.0	+	
✓ Climb	STR	8	= 3	+ 5.0	+	
✓ Disguise	CHA	11	= 5	+ 4.0	+ 2	
✓ Escape Artist	DEX	9	= 1	+ 8.0	+	
Knowledge (Arcana)	INT	20	= 4	+ 16.0	+	
Knowledge (Dungeoneering)	INT	5	= 4	+ 1.5	+	
Knowledge (History)	INT	8	= 4	+ 4.0	+	
Knowledge (Nobility and Royalty)	INT	9	= 4	+ 5.5	+	
Knowledge (The Planes)	INT	10	= 4	+ 6.0	+	
Open Lock	DEX	8	= 1	+ 7.5	+	
Use Magic Device	CHA	12	= 5	+ 5.5	+ 2	

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES
+4 to Concentration to use spll or spelllike ability
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
Aquan, Common, Ignan, Terran, Undercommon

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible]. <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	15	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. <i>Target:</i> Ray	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	15	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things. <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 26 hours. <i>Target:</i> 20-ft.-radius emanation centered on a point in space	16	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□ Charm Person <i>Effect:</i> Makes one person your friend. <i>Target:</i> One humanoid creature	16	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1300 lbs <i>Target:</i> 3-ft.-diameter disk of force	16	None	1 standard action	13 hours	Close (55 Feet)	V, S, M	No	Evocation [Force]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each. <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	16	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation [Force]
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 13 minutes. <i>Target:</i> Intelligible sound, usually speech	16	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 13 minutes. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts. <i>Target:</i> Cone-shaped emanation	17	Will negates; see text	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□ Invisibility <i>Effect:</i> Subject is invisible for 13 minutes or until it attacks. <i>Target:</i> You or a creature or object weighing no more than 1300 lbs	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door. <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	17	None	1 standard action	Instantaneous; see text	Medium (230 Feet)	V	No	Transmutation
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3]. <i>Target:</i> One or more rays	17	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Fire]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Gaseous Form <i>Effect:</i> Subject becomes insubstantial and can fly slowly. <i>Target:</i> Willing corporeal creature touched	18	None	1 standard action	26 minutes [D]	Touch	S, M/DF	No	Transmutation
□□□□ Haste <i>Effect:</i> 13 creatures moves faster, +1 on attack rolls, AC, and Reflex saves. <i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart	18	Fortitude negates (harmless)	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□ Suggestion <i>Effect:</i> Compels subject to follow stated course of action. <i>Target:</i> One living creature	18	Will negates	1 standard action	13 hours or until completed	Close (55 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp. <i>Target:</i> Living creature touched	18	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Locate Creature <i>Effect:</i> Indicates direction to familiar creature. <i>Target:</i> Circle, centered on you, with a radius of 920 ft.	19	None	1 standard action	130 minutes	Long (920 Feet)	V, S, M	No	Divination
□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form. <i>Target:</i> Willing living creature touched	19	None	1 standard action	13 minutes [D]	Touch	V, S, M	No	Transmutation
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures. <i>Target:</i> Colorful lights with a 20-ft.-radius spread	19	Will negates	1 standard action	Concentration + 13 rounds [D]	Medium (230 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Remove Curse <i>Effect:</i> Frees object or person from curse. <i>Target:</i> Creature or item touched	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal. <i>Target:</i> One creature	20	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (55 Feet)	V, S	Yes	Transmutation
□□□□ Contact Other Plane <i>Effect:</i> Lets you ask question of extraplanar entity. <i>Target:</i> You	20	None	10 minutes	Concentration	Personal	V	No	Divination
□□□□ False Vision <i>Effect:</i> Fools scrying with an illusion. <i>Target:</i> 40-ft.-radius emanation	20	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Illusion (Glamer)

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Eagle's Splendor, Mass <i>Effect:</i> As eagle's splendor, affects 13 subjects.	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□ Repulsion <i>Effect:</i> Creatures can't approach you.	21	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
				<i>Target:</i> 130 ft. radius emanation centered on you				

* =Domain/Speciality Spell