

Taki Female Dwarf Sor7

NPC

Lawful Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor7			Darkvision (60'), Normal
CLASS	EXPERIENCE	RACE	VISION
7	28000	0	0
TCL	NEXT LEVEL	AGE	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	17	+3	17	+3

HP hit points	61	WOUNDS/CURRENT HP										SPEED				
AC armor class	11	10	11	10	0	0	1	0	0	0	0	0	0	0	0	0
	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		

INITIATIVE modifier	+1	+1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5 MISC MODIFIER
✓ Diplomacy	CHA	6	= 3	+ 3.0	+
✓ Gather Information	CHA	4	= 3	+ 1.0	+
✓ Hide	DEX	4	= 1	+ 3.5	+
Knowledge (History)	INT	3	= 1	+ 2.0	+
Knowledge (Nobility and Royalty)	INT	5	= 1	+ 4.0	+
Open Lock	DEX	5	= 1	+ 4.5	+

✓ : can be used untrained. x : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+2	+5	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0		
WILLPOWER (wisdom)	+8	+5	+1	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	+3	+1	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
Lift over head	43.0	86.0	130.0
Lift off ground	130.0	260.0	650.0
		Push / Drag	

FEATS	
Iron Will	See Text
Skill Focus (Open Lock)	See Text
Toughness (1x)	See Text

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, Orc

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	2	0	0	0	0	0	0
PER DAY	6	7	7	5	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.	13	None	1 standard action	7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	13	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	7 hour	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category.	14	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□□ Identify <i>Effect:</i> Determines properties of magic item.	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□□ Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]

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.	15	None	1 standard action	3 rounds	Long (680 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	15	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	15	Reflex negates; see text	1 standard action	70 minutes [D]	Medium (170 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep.	16	Will negates	1 round	7 minutes	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Halt Undead <i>Effect:</i> Immobilizes undead for 7 rounds.	16	Will negates (see text)	1 standard action	7 rounds	Medium (170 Feet)	V, S, M	Yes	Necromancy

* =Domain/Specialty Spell