

Bombto Male Dwarf Sor15

NPC

NAME	Sor15	210000	Dwarf	Medium	4'1"	142 lbs	Chaotic Evil
CLASS	15	120000	0	Male			ALIGNMENT
TCL							Darkvision (60'), Normal
							VISION
							POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	17	+3	17	+3
CON Constitution	15	+2	15	+2
INT Intelligence	20	+5	20	+5
WIS Wisdom	15	+2	15	+2
CHA Charisma	17	+3	17	+3

HP hit points	69	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
AC armor class	13	10	13	10	0	0	3	0	0	0	Walk 20'
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+3	+3	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+7/+2		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Concentration	CON	20	= 2	+ 18.0	+
✓ Disguise	CHA	7	= 3	+ 4.0	+
Knowledge (Arcana)	INT	21	= 5	+ 16.0	+
Knowledge (Architecture and Engineering)	INT	10	= 5	+ 5.0	+
Knowledge (Geography)	INT	12	= 5	+ 7.5	+
Knowledge (Nature)	INT	13	= 5	+ 8.0	+
Knowledge (Religion)	INT	10	= 5	+ 5.5	+
Perform (Percussion Instruments)	CHA	10	= 3	+ 7.0	+
Spellcraft	INT	25	= 5	+ 18.0	+ 2
Tumble	DEX	6	= 3	+ 3.0	+

✓ : 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	+5	+2	+0	+0		
REFLEX (dexterity)	+8	+5	+3	+0	+0		
WILLPOWER (wisdom)	+11	+9	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+8/+3	+7/+2	+1	+0	+0	
RANGED attack bonus	+10/+5	+7/+2	+3	+0	+0	
GRAPPLE attack bonus	+8/+3	+7/+2	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d3+1	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
	43.0	86.0	130.0
Lift over head	130.0	Lift off ground	260.0
		Push / Drag	650.0

FEATS	
Brew Potion	See Text
Combat Reflexes	See Text
Craft Wondrous Item	See Text
Extend Spell	See Text
Spell Penetration	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, Giant, Gnome, Goblin, Orc

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	3	2	0	0
PER DAY	6	7	7	7	6	6	6	4	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	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	150 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	15 hour	10 ft.	V, S	No	Universal
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	15 rounds	Touch	V, S, M	Yes	Necromancy

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
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	14	See text	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Transmutation
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	14	None; see text	1 standard action	15 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	14	Will negates	1 round	15 minutes	Medium (250 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	14	None	1 standard action	15 hours	Close (60 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 15 rounds.	15	Will negates	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	15	Will negates	1 standard action	Concentration + 2 rounds	Medium (250 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Levitate <i>Effect:</i> Subject moves up and down at your direction.	15	None	1 standard action	15 minutes [D]	Personal or close	V, S, F	No	Transmutation
□□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	15	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	15	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	16	Reflex half	1 standard action	Instantaneous	Long (1000 Feet)	V, S, M	Yes	Evocation [Fire]
□□□□□ Heroism <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	16	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Hold Person <i>Effect:</i> Paralyzes one humanoid for 15 rounds.	16	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Magic Circle against Good <i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.	16	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	17	Will negates	1 standard action	15 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Contagion <i>Effect:</i> Infects subject with chosen disease.	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
□□□□□ Reduce Person, Mass <i>Effect:</i> Reduces several creatures.	17	Fortitude negates	1 round	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
□□□□□ Solid Fog <i>Effect:</i> Blocks vision and slows movement.	17	None	1 standard action	15 minutes	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cone of Cold <i>Effect:</i> 15d6 cold damage.	18	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
□□□□□ False Vision <i>Effect:</i> Fools scrying with an illusion.	18	None	1 standard action	15 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
□□□□□ Planar Binding, Lesser <i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.	18	Will negates	10 minutes	Instantaneous	Close (60 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
□□□□□ Waves of Fatigue <i>Effect:</i> Several targets become fatigued.	18	No	1 standard action	Instantaneous	30 ft.	V, S	Yes	Necromancy

* = 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 15 subjects.	19	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
☐☐☐☐ Globe of Invulnerability <i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.	19	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
☐☐☐☐ Repulsion <i>Effect:</i> Creatures can't approach you.	19	Will negates	1 standard action	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Delayed Blast Fireball <i>Effect:</i> 15d6 fire damage; you can postpone blast for 5 rounds.	20	Reflex half	1 standard action	5 rounds or less; see text	Long (1000 Feet)	V, S, M	Yes	Evocation [Fire]
☐☐☐☐ Waves of Exhaustion <i>Effect:</i> Several targets become exhausted.	20	No	1 standard action	Instantaneous	60 ft.	V, S	Yes	Necromancy

* =Domain/Speciality Spell