

NPC

Lawful Neutral

Darkvision (60'),
Normal

VISION

0

POINTS

		SKILLS			MAX RANKS	21/10.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Bluff	CHA	7	= 3	+ 4.0	+
✓	Climb	STR	14	= 3	+ 11.0	+
	Handle Animal	CHA	13	= 3	+ 10.5	+
✓	Intimidate	CHA	13	= 3	+ 10.0	+
	Knowledge (Arcana)	INT	11	= 1	+ 10.0	+
	Sleight of Hand	DEX	8	= 3	+ 5.0	+
	Spellcraft	INT	12	= 1	+ 9.0	+ 2
				=	+	+
✓ : can be used untrained. X : exclusive skills						

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+16/+11/+6	=	+13/+8/+3	+3	+0	+0	
RANGED attack bonus	+16/+11/+6	=	+13/+8/+3	+3	+0	+0	
GRAPPLE attack bonus	+16/+11/+6	=	+13/+8/+3	+3	+0	+0	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WEIGHT ALLOWANCE					
Light	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Dodge	See Text
Improved Sunder	See Text
Mobility	See Text
Power Attack	See Text
Scribe Scroll	See Text
Toughness (1x)	See Text

- +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

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

Common, Dwarven, Orc

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	7	7	7	5	3	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Mark	13	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.				
□□□□□ Dancing Lights	13	None	1 standard action	10 minute [D]	Medium (200 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.				<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□□ Detect Magic	13	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				
□□□□□ Disrupt Undead	13	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d6 damage to one undead.				<i>Target:</i> Ray				
□□□□□ Ghost Sound	13	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	13	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.				
□□□□□ Message	13	None	1 standard action	100 minutes	Medium (200 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 10 creatures				
□□□□□ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
<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				
□□□□□ Read Magic	13	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm	14	None	1 standard action	20 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 20 hours.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
□□□□□ Color Spray	14	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.				<i>Target:</i> Cone-shaped burst				
□□□□□ Detect Undead	14	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				
□□□□□ Magic Weapon	14	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
□□□□□ Protection from Good	14	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<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
□□□□□ Cat's Grace	15	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 10 minutes.				<i>Target:</i> Creature touched				
□□□□□ Darkness	15	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
□□□□□ Pyrotechnics	15	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (800 Feet)	after creatures leave the smoke cloud; see text	V, S, M	Yes or No; see text	Transmutation
<i>Effect:</i> Turns fire into blinding light or choking smoke.				<i>Target:</i> One fire source, up to a 20-ft. cube				
□□□□□ Spider Climb	15	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> Grants ability to walk on walls and ceilings.				<i>Target:</i> Creature touched				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Sight	16	None	1 standard action	10 minutes [D]	Personal	V, S	No	Divination
<i>Effect:</i> Magical auras become visible to you.				<i>Target:</i> You				
□□□□□ Dispel Magic	16	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	16	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				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Invisibility, Greater	17	Will negates (harmless)	1 standard action	10 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.				<i>Target:</i> You or creature touched				
□□□□□ Solid Fog	17	None	1 standard action	10 minutes	Medium (200 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blocks vision and slows movement.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Magic Jar	18	Will negates; see text	1 standard action	10 hours or until you return to your body	Medium (200 Feet)	V, S, F	Yes	Necromancy
<i>Effect:</i> Enables possession of another creature.				<i>Target:</i> One creature				

* =Domain/Specialty Spell