

Noror Male Dwarf Ftr6Sor12

NAME

Ftr6 Sor12

CLASS

18

TCL

162000

EXPERIENCE

171000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'1"

HEIGHT

158 lbs

WEIGHT

,

HAIR

EYES

Chaotic Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

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

HP hit points	122	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	11	10	11	10	0	0	1	0	0	0	0	0		
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+5	+1	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+12/+7/+2		

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	21/10.5
Balance	DEX	3	=	1	+	2.5
Climb	STR	11	=	4	+	7.5
Craft (Painting)	INT	13	=	4	+	9.0
Craft (Sculpting)	INT	5	=	4	+	1.0
Craft (Stonemasonry)	INT	15	=	4	+	9.0
Disguise	CHA	5	=	2	+	3.5
Handle Animal	CHA	11	=	2	+	9.5
Intimidate	CHA	10	=	2	+	8.5
Jump	STR	11	=	4	+	7.0
Knowledge (Arcana)	INT	19	=	4	+	15.0
Knowledge (Dungeoneering)	INT	10	=	4	+	6.0
Listen	WIS	6	=	1	+	5.0
Move Silently	DEX	4	=	1	+	3.0
Ride	DEX	12	=	1	+	9.0
Spellcraft	INT	20	=	4	+	14.0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+13	=	+9	+4	+0	+0	
REFLEX (dexterity)	+7	=	+6	+1	+0	+0	
WILLPOWER (wisdom)	+13	=	+10	+1	+0	+2	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0
GRAPPLE attack bonus	+13/+8/+3	=	+12/+7/+2	+1	+0	+0
	+16/+11/+6	=	+12/+7/+2	+4	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+4	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	100.0	Medium	200.0
Lift over head	300.0	Lift off ground	600.0
		Heavy	300.0
		Push / Drag	1500.0

FEATS	
Brew Potion	See Text
Combat Expertise	See Text
Craft Rod	See Text
Improved Initiative	See Text
Iron Will	See Text
Leadership	See Text
Mounted Combat	See Text
Point Blank Shot	See Text
Precise Shot	See Text
Rapid Reload (Crossbow (Light))	See Text
Scribe Scroll	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

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, Ranscur, 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

LANGUAGES

Common, Dwarven, Giant, Gnome, Terran, Undercommon

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daze	12	Will negates	1 standard action	12 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ Detect Magic	12	None	1 standard action	Concentration, up to 12 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				
□□□□□ Light	12	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
□□□□□ Mage Hand	12	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Message	12	None	1 standard action	120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 12 creatures				
□□□□□ Open/Close	12	Will negates (object)	1 standard action	Instantaneous	Close (55 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				
□□□□□ Prestidigitation	12	See text	1 standard action	12 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
□□□□□ Read Magic	12	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□□ Touch of Fatigue	12	Fortitude negates	1 standard action	12 rounds	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
□□□□□ Detect Secret Doors	13	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals hidden doors within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□ Expeditious Retreat	13	None	1 standard action	12 minutes [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> Your speed increases by 30 ft.				<i>Target:</i> You				
□□□□□ Magic Aura	13	None; see text	1 standard action	12 days [D]	Touch	V, S, F	No	Illusion (Glamour)
<i>Effect:</i> Alters object's magic aura.				<i>Target:</i> One touched object weighing up to 60 lbs				
□□□□□ Shield	13	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration [Force]
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.				<i>Target:</i> You				
□□□□□ Ventriloquism	13	Will disbelief (if interacted with)	1 standard action	12 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)
<i>Effect:</i> Throws voice for 12 minutes.				<i>Target:</i> Intelligible sound, usually speech				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Continual Flame	14	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame				
□□□□□ Invisibility	14	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 12 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1200 lbs				
□□□□□ Mirror Image	14	None	1 standard action	12 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
□□□□□ Rope Trick	14	None	1 standard action	12 hours [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> As many as eight creatures hide in extradimensional space.				<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long				
□□□□□ Shatter	14	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (55 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Protection from Energy	15	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 144 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
□□□□□ Shrink Item	15	Will negates (object)	1 standard action	12 days; see text	Touch	V, S	Yes (object)	Transmutation
<i>Effect:</i> Object shrinks to one-sixteenth size.				<i>Target:</i> One touched object of up to 24 cu. ft				
□□□□□ Tiny Hut	15	None	1 standard action	24 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates shelter for ten creatures.				<i>Target:</i> 20-ft.-radius sphere centered on your location				
□□□□□ Water Breathing	15	Will negates (harmless)	1 standard action	24 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dimensional Anchor	16	None	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
□□□□□ Illusory Wall	16	Will disbelief (if interacted with)	1 standard action	Permanent	Close (55 Feet)	V, S	No	Illusion (Figment)
<i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.				<i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.				
□□□□□ Locate Creature	16	None	1 standard action	120 minutes	Long (880 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.				<i>Target:</i> Circle, centered on you, with a radius of 880 ft.				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cone of Cold	17	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> 12d6 cold damage.				<i>Target:</i> Cone-shaped burst				
□□□□□ Symbol of Pain	17	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.				<i>Target:</i> One symbol				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Create Undead	18	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.				<i>Target:</i> One corpse				

* =Domain/Specialty Spell