

NPC

Lawful Evil
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE							DAMAGE REDUCTION		SPEED		
									Walk 60'		
+ []	[0]	+ [0]	+ [1]	+ [0]	+ [0]	+ [6]	[]	[0]	[+0]	[0]	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	MODIFIER	SIZE	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK	SPELL RESISTANCE	

SKILL NAME		SKILLS					MAX RANKS	15/7.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Balance	DEX	15	=	1	+ 12.0	+	2
✓	Concentration	CON	13	=	4	+ 9.0	+	
	Craft (Trapmaking)	INT	12	=	2	+ 10.0	+	
✓	Diplomacy	CHA	4	=	1	+ 1.0	+	2
✓	Escape Artist	DEX	13	=	1	+ 12.0	+	
	Knowledge (Arcana)	INT	3	=	2	+ 1.0	+	
	Knowledge (Geography)	INT	8	=	2	+ 6.0	+	
	Knowledge (Nature)	INT	8	=	2	+ 6.0	+	
	Knowledge (Nobility and Royalty)	INT	9	=	2	+ 7.0	+	
	Knowledge (Religion)	INT	13	=	2	+ 11.0	+	
✓	Spot	WIS	12	=	5	+ 7.0	+	
	Tumble	DEX	11	=	1	+ 10.0	+	
✓	Use Rope	DEX	1	=	1	+ 0.5	+	

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SPECIAL ABILITIES

Flurry of Blows (Ex)
Improved Evasion (Ex)
Ki Strike (Magic)
Purity of Body (Ex)
Slow Fall (40)
Still Mind (Ex)
Summon Familiar
Wholeness of Body (Su) 18 hp/day

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Siangham, Sling, Unarmed Strike

LANGUAGES
Auran, Common, Sylvan

Wizard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	12	None	1 standard action	Instantaneous <i>Target:</i> One missile of acid	Close (30 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	12	None	1 standard action	Permanent <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	12	None	1 standard action	3 minute [D] <i>Target:</i> Up to four lights, all within a 10-ft-radius area	Medium (130 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	12	Will negates	1 standard action	3 round <i>Target:</i> One humanoid creature of 4 HD or less	Close (30 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	Concentration, up to 3 minutes <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (30 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	12	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (30 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	12	Fortitude negates	1 standard action	Instantaneous <i>Target:</i> Burst of light	Close (30 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	12	Will disbelief (if interacted with)	1 standard action	3 rounds [D] <i>Target:</i> Illusory sounds	Close (30 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	30 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	12	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (30 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	12	Will negates (harmless, object)	1 standard action	Instantaneous <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	12	None	1 standard action	30 minutes <i>Target:</i> 3 creatures	Medium (130 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	12	Will negates (object)	1 standard action	Instantaneous <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	Close (30 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	12	See text	1 standard action	3 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	12	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (30 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	30 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	3 minute <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	12	Fortitude negates	1 standard action	3 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	13	Will negates	1 standard action	3 hours <i>Target:</i> One humanoid creature	Close (30 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Hold Portal <i>Effect:</i> Holds door shut.	13	None	1 standard action	3 minutes [D] <i>Target:</i> One portal, up to 60 sq. ft.	Medium (130 Feet)	V	No	Abjuration
□□□□□ Magic Missile <i>Effect:</i> 2 missiles that do 1d4+1 damage each.	13	None	1 standard action	Instantaneous <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	Medium (130 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	13	None	1 standard action	3 minutes <i>Target:</i> Ray	Close (30 Feet)	V, S	Yes	Necromancy
□□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	13	Fortitude negates	1 round	3 minutes [D] <i>Target:</i> One humanoid creature	Close (30 Feet)	V, S, M	Yes	Transmutation
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	13	Will negates	1 round	3 minutes <i>Target:</i> One or more living creatures within a 10-ft-radius burst	Medium (130 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Ventriloquism <i>Effect:</i> Throws voice for 3 minutes.	13	Will disbelief (if interacted with)	1 standard action	3 minutes [D] <i>Target:</i> Intelligible sound, usually speech	Close (30 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	14	Will negates (harmless)	1 standard action	3 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	14	None	1 round	Concentration + 2 rounds <i>Target:</i> One swarm of bats, rats, or spiders	Close (30 Feet)	V, S, M/DF	No	Conjuration (Summoning)

* =Domain/Specialty Spell