

NPC

Neutral Good
ALIGNMENT

Normal
VISION

0
POINTS

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +1 \\ \hline \text{TOTAL} \\ \hline \end{array} = \begin{array}{|c|} \hline +1 \\ \hline \text{DEX} \\ \text{MODIFIER} \\ \hline \end{array} + \begin{array}{|c|} \hline +0 \\ \hline \text{MISC} \\ \text{MODIFIER} \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{BASE ATTACK} \\ \hline \text{bonus} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +5 \\ \hline \end{array}$$

| | | FAILURE | | PENALTY | | |
|------------|---------------------------|-------------|----------------|---|--------|---------------|
| SKILLS | | | | 14/7 | | |
| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| ✓ | Bluff | CHA | 18 | = 5 | + 13.0 | + |
| ✓ | Concentration | CON | 14 | = 1 | + 13.0 | + |
| | Decipher Script | INT | 4 | = 4 | + 0.5 | + |
| ✓ | Diplomacy | CHA | 11 | = 5 | + 4.5 | + 2 |
| ✓ | Disguise | CHA | 11 | = 5 | + 4.0 | + 2 |
| ✓ | Gather Information | CHA | 10 | = 5 | + 3.5 | + 2 |
| | Knowledge (Arcana) | INT | 17 | = 4 | + 13.0 | + |
| | Knowledge (Dungeoneering) | INT | 6 | = 4 | + 2.5 | + |
| | Knowledge (Local) | INT | 9 | = 4 | + 5.0 | + |
| | Knowledge (Nature) | INT | 7 | = 4 | + 3.5 | + |
| ✓ | Listen | WIS | 3 | = 1 | + 2.0 | + |
| | Perform (Sing) | CHA | 10 | = 5 | + 5.0 | + |
| ✓ | Sense Motive | WIS | 4 | = 1 | + 3.0 | + |
| | | | | = | + | + |
| | | | | / : can be used untrained. X : exclusive skill. | | |

| | TOTAL | | BASE ATTACK BONUS | | STAT MODIFIER | | SIZE MODIFIER | | MISC MODIFIER | | TEMP MODIFIER |
|--------------------------------|-------|---|-------------------|---|---------------|---|---------------|---|---------------|---|---------------|
| MELEE attack bonus | +8 | = | +5 | + | +3 | + | +0 | + | +0 | + | |
| RANGED attack bonus | +6 | = | +5 | + | +1 | + | +0 | + | +0 | + | |
| GRAPPLE attack bonus | +8 | = | +5 | + | +3 | + | +0 | + | +0 | + | |

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| | | |
|----------------------------|---------|--------|
| TOTAL WEIGHT CARRIED/VALUE | 0.0 lbs | 0.0 gp |
|----------------------------|---------|--------|

| WEIGHT ALLOWANCE | | | | | |
|------------------|-------|-----------------|-------|-------------|--------|
| Light | 86.0 | Medium | 173.0 | Heavy | 260.0 |
| Lift over head | 260.0 | Lift off around | 520.0 | Push / Drag | 1300.0 |

FEATS

| | |
|----------------------------|----------|
| Brew Potion | See Text |
| Craft Magic Arms and Armor | See Text |
| Craft Rod | See Text |
| Leadership | See Text |
| Spell Penetration | See Text |

Summon Familiar

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

Common, Dwarven, Elven, Infernal, Orc

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 | 8 | 7 | 7 | 7 | 5 | 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. | 15 | None | 1 standard action | 11 minute [D] | Medium (210 Feet) | V, S | No | Evocation [Light] |
| □□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 15 | None | 1 standard action | Concentration, up to 11 minutes [D] <i>Target:</i> Cone-shaped emanation | 60 ft. | V, S | No | Divination |
| □□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 15 | Fortitude negates | 1 standard action | Instantaneous | Close (50 Feet) | V | Yes | Evocation [Light] |
| □□□□□ Ghost Sound <i>Effect:</i> Figment sounds. | 15 | Will disbelief (if interacted with) | 1 standard action | <i>Target:</i> Burst of light 11 rounds [D] | Close (50 Feet) | V, S, M | No | Illusion (Figment) |
| □□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. | 15 | None | 1 standard action | <i>Target:</i> Illusory sounds Concentration | Close (50 Feet) | V, S | No | Transmutation |
| □□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. | 15 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation |
| □□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things. | 15 | Will negates (object) | 1 standard action | <i>Target:</i> One object of up to 1 lb. Instantaneous | Close (50 Feet) | V, S, F | Yes (object) | Transmutation |
| □□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | 15 | None | 1 standard action | Instantaneous | Close (50 Feet) | V, S | Yes | Evocation [Cold] |
| □□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 15 | None | 1 standard action | <i>Target:</i> Ray 110 minutes | Personal | V, S, F | No | Divination |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|--------------|-------------------|---------------|-------------------|------------|------------------|---|
| □□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage | 16 | Reflex half | 1 standard action | Instantaneous | 15 ft. | V, S | Yes | Evocation [Fire] |
| □□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. | 16 | None | 1 standard action | 110 minutes | Personal | V, S, M/DF | No | Divination |
| □□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes. | 16 | See text | 1 standard action | Instantaneous | Close (50 Feet) | V, S | No | Transmutation |
| □□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber. | 16 | Will negates | 1 round | 11 minutes | Medium (210 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| □□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands. | 16 | None | 1 standard action | 11 hours | Close (50 Feet) | V, S, M | No | Conjuration (Creation) |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|---|-------------------|---|-----------------|------------|---------------------|-------------------------|
| □□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time. | 17 | Will negates (harmless) | 1 standard action | 11 minutes [D] | Touch | V | Yes (harmless) | Illusion (Glamour) |
| □□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 11 minutes. | 17 | Will negates (harmless) | 1 standard action | 11 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| □□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures. | 17 | Fortitude negates | 1 standard action | 11 round | 60 ft. | V, S | Yes | Evocation [Air] |
| □□□□□ Pyrotechnics <i>Effect:</i> Turns fire into blinding light or choking smoke. | 17 | Will negates or Fortitude negates; see text | 1 standard action | <i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range 1d4+1 rounds, or 1d4+1 rounds Long (840 Feet) after creatures leave the smoke cloud; see text | Close (50 Feet) | V, S, M | Yes or No; see text | Transmutation |
| □□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders. | 17 | None | 1 round | <i>Target:</i> One fire source, up to a 20-ft. cube Concentration + 2 rounds | Close (50 Feet) | V, S, M/DF | No | Conjuration (Summoning) |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-----------------------------|-------------------|---------------------------------|-------------------|------------|------------------|------------------------|
| □□□□□ Clairaudience/Clairvoyance <i>Effect:</i> Hear or see at a distance for 11 minutes. | 18 | None | 10 minutes | 11 minutes [D] | Long (840 Feet) | V, S, F/DF | No | Divination (Scrying) |
| □□□□□ Gentle Repose <i>Effect:</i> Preserves one corpse. | 18 | Will negates (object) | 1 standard action | 11 days | Touch | V, S, M/DF | Yes (object) | Necromancy |
| □□□□□ Ray of Exhaustion <i>Effect:</i> Ray makes subject exhausted. | 18 | Fortitude partial; see text | 1 standard action | 11 minutes | Close (50 Feet) | V, S, M | Yes | Necromancy |
| □□□□□ Stinking Cloud <i>Effect:</i> Nauseating vapors, 11 rounds. | 18 | Fortitude negates; see text | 1 standard action | <i>Target:</i> Ray 11 rounds | Medium (210 Feet) | V, S, M | No | Conjuration (Creation) |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|--------------------------|-------------------|--|-------------------|------------|------------------|----------------------|
| □□□□□ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round. | 19 | None | 10 minutes | 11 minutes [D] | Unlimited | V, S, M | No | Divination (Scrying) |
| □□□□□ Fire Shield <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold. | 19 | None | 1 standard action | <i>Target:</i> Magical sensor 11 rounds [D] | Personal | V, S, M/DF | No | Evocation |
| □□□□□ Wall of Ice <i>Effect:</i> Ice plane creates wall with 26 hp or hemisphere can trap creatures inside. | 19 | Reflex negates; see text | 1 standard action | 11 minutes | Medium (210 Feet) | V, S, M | Yes | Evocation [Cold] |

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|------------------------|-------------------|---------------|-------------------|----------|------------------|---|
| □□□□□ Dismissal <i>Effect:</i> Forces a creature to return to native plane. | 20 | Will negates; see text | 1 standard action | Instantaneous | Close (50 Feet) | V, S, DF | Yes | Abjuration |
| □□□□□ Feeblemind <i>Effect:</i> Subject's Int and Cha drop to 1. | 20 | Will negates; see text | 1 standard action | Instantaneous | Medium (210 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |

* =Domain/Specialty Spell