

Oskik Male Dwarf Sor13

NAME

Sor13
CLASS
13
TCL
156000
EXPERIENCE
91000
NEXT LEVEL

NPC

PLAYERNAME

Dwarf
RACE
0
AGE
Medium
SIZE
Male
GENDER

DEITY

4'0"
HEIGHT
157 lbs
WEIGHT
,
HAIR
EYES

Lawful Neutral
ALIGNMENT
Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	15	+2	15	+2

HP	hit points	110	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC	armor class	11	10 : 11 = 10	0 + 0 + 1 + 0 + 0 + 0	MISS CHANCE	Walk 20'
TOTAL			FLAT TOUCH BASE	ARMOR BONUS SHIELD BONUS STAT MODIFIER SIZE MODIFIER NATURAL ARMOR MODIFIER MISC MODIFIER		0 +0 0
						ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

INITIATIVE	modifier	+1	= +1 + +0
TOTAL			DEX MODIFIER MISC MODIFIER
BASE ATTACK	bonus	+6/+1	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
Concentration	CON	18	= 5	+ 13.0	+
Craft (Carpentry)	INT	11	= 1	+ 10.0	+
Craft (Stonemasonry)	INT	9	= 1	+ 6.0	+ 2
Knowledge (Arcana)	INT	16	= 1	+ 15.0	+
Knowledge (The Planes)	INT	5	= 1	+ 4.5	+
✓ : can be used untrained. ✗ : exclusive skills					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +4	+ +5	+ +0	+ +0		
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+12	= +8	+ +4	+ +0	+ +0		

MELEE	attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED	attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	
GRAPPLE	attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0		Lift off ground	260.0	Push / Drag	650.0

FEATS	
Armor Proficiency (Light)	See Text
Point Blank Shot	See Text
Scribe Scroll	See Text
Toughness (2x)	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

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	3	0	0	0	0
PER DAY	6	7	7	6	6	6	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	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	12	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	<i>Target:</i> One missile of acid 13 rounds [D]	60 ft.	V, S	No	Divination
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	12	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Cone-shaped emanation 13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	<i>Target:</i> Illusory sounds 130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	12	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	12	Will negates (harmless, object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	12	None	1 standard action	<i>Target:</i> One object of up to 1 lb. 130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	<i>Target:</i> 13 creatures 130 minutes	Personal	V, S, F	No	Divination
				<i>Target:</i> You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm <i>Effect:</i> Wards an area for 26 hours.	13	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1300 lbs	13	None	1 standard action	<i>Target:</i> 20-ft.-radius emanation centered on a point in space 13 hours	Close (55 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	13	Will negates (harmless, object)	1 standard action	<i>Target:</i> 3-ft.-diameter disk of force 13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	13	None	1 standard action	<i>Target:</i> Weapon touched 13 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□□ True Strike <i>Effect:</i> +20 on your next attack roll.	13	None	1 standard action	<i>Target:</i> You See text	Personal	V, F	No	Divination
				<i>Target:</i> You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	14	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 13 minutes.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One arrow of acid 13 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 13 minutes.	14	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 13 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 13 minutes or until it attacks.	14	Will negates (harmless) or Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Scare <i>Effect:</i> Panics creatures of less than 6 HD.	14	Will partial	1 standard action	<i>Target:</i> You or a creature or object weighing no more than 1300 lbs 13 rounds or 1 round; see text	Medium (230 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
				<i>Target:</i> 4 living creatures, no two of which can be more than 30 ft. apart				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Halt Undead <i>Effect:</i> Immobilizes undead for 13 rounds.	15	Will negates (see text)	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	Yes	Necromancy
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher.	15	Will negates; see text	1 minute or longer; see text	<i>Target:</i> Up to 39 undead creatures, no two of which can be more than 30 ft. apart 13 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 13d6 damage.	15	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□□ Water Breathing <i>Effect:</i> Subjects can breathe underwater.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 120-ft. line 26 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
				<i>Target:</i> Living creatures touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	16	Will negates	1 standard action	13 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped burst 13 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Shout <i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.	16	Fortitude partial or Reflex negates (object); see text	1 standard action	<i>Target:</i> You or creature touched Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
□□□□□ Summon Monster IV <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	<i>Target:</i> Cone-shaped burst 13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	17	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (55 Feet)	V, S	Yes	Transmutation
□□□□□ Dream <i>Effect:</i> Sends message to anyone sleeping.	17	None	1 minute	<i>Target:</i> One creature See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature.	17	Will negates; see text	1 standard action	<i>Target:</i> One living creature touched 13 rounds [D]; see text	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
				<i>Target:</i> One living creature				

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Acid Fog <i>Effect:</i> Fog deals acid damage.	18	None	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
☐☐☐☐ Analyze Dweomer <i>Effect:</i> Reveals magical aspects of subject.	18	None or Will negates; see text	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, F	No	Divination
				<i>Target:</i> One object or creature per caster level				
* =Domain/Speciality Spell								