

Hemor Male Elf Sor11

NAME

Sor11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	13	+1	13	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

conditional modifiers

+5

=

+3

+

+2

+

+0

+

+0

+

+8

=

+7

+

+1

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED
attack bonus

+7

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	
Improved Initiative	See Text
Scribe Scroll	See Text
Spell Penetration	See Text
Widen Spell	See Text

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'4"

HEIGHT

96 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP
hit points

35

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+5

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SKILLS					MAX RANKS		14/7
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Bluff	CHA	10	= 4	+ 6.0	+	
	Decipher Script	INT	8	= 4	+ 4.5	+	
✓	Diplomacy	CHA	11	= 4	+ 5.0	+ 2	
✓	Intimidate	CHA	7	= 4	+ 1.5	+ 2	
	Knowledge (Arcana)	INT	17	= 4	+ 13.0	+	
	Knowledge (History)	INT	5	= 4	+ 1.0	+	
	Knowledge (Local)	INT	9	= 4	+ 5.0	+	
	Knowledge (Religion)	INT	9	= 4	+ 5.0	+	
	Profession (Miner)	WIS	15	= 1	+ 14.0	+	
	Spellcraft	INT	20	= 4	+ 14.0	+ 2	
					=	+	+
✓ : can be used untrained. x : exclusive skills							

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep effects.

Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Elven, Gnome, Goblin, Orc, Sylvan

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	7	7	4	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.	14	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.	14	None	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area Concentration, up to 11 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Ray 11 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Illusory sounds Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	<i>Target:</i> One object of up to 1 lb. 11 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	<i>Target:</i> See text Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> Ray 110 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors 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
□□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	<i>Target:</i> One object or a 10-ft. square 11 rounds [D]	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Mount <i>Effect:</i> Summons riding horse for 22 hours.	15	None	1 round	22 hours [D] <i>Target:</i> One mount	Close (50 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	11 minutes <i>Target:</i> Ray	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	Concentration <i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]	Long (840 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	16	None	1 standard action	Concentration, up to 11 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 11 minutes.	16	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes	Transmutation
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 11 minutes.	16	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 11 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	11 minutes [D] <i>Target:</i> You or a creature or object weighing no more than 1100 lbs	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Minor Image <i>Effect:</i> As silent image, plus some sound.	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds <i>Target:</i> Visual figment that cannot extend beyond 15 10-ft. cubes [S]	Long (840 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	17	Will negates (harmless)	1 standard action	11 rounds [D] <i>Target:</i> Creature touched	Touch	V, M	Yes (harmless)	Illusion (Glamour)
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher.	17	Will negates; see text	1 minute or longer; see text	11 days [D] <i>Target:</i> One touched object weighing no more than 10 lb.	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	17	None	1 standard action	11 rounds <i>Target:</i> Cylinder 40	Long (840 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	17	None	1 standard action	22 hours [D] <i>Target:</i> 20-ft.-radius sphere centered on your location	20 ft.	V, S, M	No	Evocation [Force]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Hallucinatory Terrain <i>Effect:</i> Makes one type of terrain appear like another [field into forest, or the like].	18	Will disbelief (if interacted with)	10 minutes	22 hours [D] <i>Target:</i> 11 30-ft. cubes [S]	Long (840 Feet)	V, S, M	No	Illusion (Glamour)
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	18	Will negates (harmless)	1 standard action	11 rounds [D] <i>Target:</i> You or creature touched	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Reduce Person, Mass <i>Effect:</i> Reduces several creatures.	18	Fortitude negates	1 round	11 minutes [D] <i>Target:</i> 11 humanoid creatures, no two of which can be more than 30 ft. apart	Close (50 Feet)	V, S, M	Yes	Transmutation

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal.	19	Fortitude negates, Will partial; see text	1 standard action	Permanent <i>Target:</i> One creature	Close (50 Feet)	V, S	Yes	Transmutation
□□□□□ Persistent Image <i>Effect:</i> As major image, but no concentration required.	19	Will disbelief (if interacted with)	1 standard action	11 minutes [D] <i>Target:</i> Visual figment that cannot extend beyond 15 10-ft. cubes [S]	Long (840 Feet)	V, S, F	No	Illusion (Figment)

* =Domain/Specialty Spell