

Thamimol Male Elf Sor12

NAME

Sor12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'0"

HEIGHT

120 lbs

WEIGHT

0

AGE

Male

GENDER

True Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	16	+3	16	+3
INT Intelligence	15	+2	15	+2
WIS Wisdom	14	+2	14	+2
CHA Charisma	20	+5	20	+5

HP

hit points

64

AC

armor class

12

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	
Alertness	See Text
Armor Proficiency (Light)	See Text
Iron Will	See Text
Weapon Finesse	See Text

SKILLS

MAX RANKS

15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Concentration	CON	18	=	3	+	15.0	+
✓ Disguise	CHA	7	=	5	+	2.0	+
Knowledge (Arcana)	INT	11	=	2	+	9.0	+
Knowledge (Nature)	INT	6	=	2	+	4.5	+
✓ Ride	DEX	3	=	2	+	1.0	+
Spellcraft	INT	19	=	2	+	15.0	+
✓ Swim	STR	8	=	1	+	7.0	+
✓ : can be used untrained. ✕ : 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, Gnoll, Orc

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect:</i> Inscribe a personal rune [visible or invisible].				<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□ Daze	15	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				
□□□□ Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
□□□□ Mage Hand	15	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.				
□□□□ Open/Close	15	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	15	See text	1 standard action	12 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
□□□□ Ray of Frost	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
<i>Effect:</i> Ray deals 1d3 cold damage.				<i>Target:</i> Ray				
□□□□ Read Magic	15	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	15	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
□□□□ Disguise Self	16	None	1 standard action	120 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<i>Effect:</i> Changes your appearance.				<i>Target:</i> You				
□□□□ Grease	16	See text	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Makes 10-ft. square or one object slippery.				<i>Target:</i> One object or a 10-ft. square				
□□□□ Magic Aura	16	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				
□□□□ Magic Missile	16	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 5 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□ Unseen Servant	16	None	1 standard action	12 hours	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Invisible force obeys your commands.				<i>Target:</i> One invisible, mindless, shapeless servant				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bear's Endurance	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.				<i>Target:</i> Creature touched				
□□□□ Continual Flame	17	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				
□□□□ Darkvision	17	Will negates (harmless)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
□□□□ Fox's Cunning	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 Int for 12 minutes.				<i>Target:</i> Creature touched				
□□□□ Resist Energy	17	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Clairaudience/Clairvoyance	18	None	10 minutes	12 minutes [D]	Long (880 Feet)	V, S, F/DF	No	Divination (Scrying)
<i>Effect:</i> Hear or see at a distance for 12 minutes.				<i>Target:</i> Magical sensor				
□□□□ Fireball	18	Reflex half	1 standard action	Instantaneous	Long (880 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.				<i>Target:</i> 20-ft.-radius spread				
□□□□ Haste	18	Fortitude negates (harmless)	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 12 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart				
□□□□ Nondetection	18	Will negates (harmless, object)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Invisibility, Greater	19	Will negates (harmless)	1 standard action	12 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.				<i>Target:</i> You or creature touched				
□□□□ Reduce Person, Mass	19	Fortitude negates	1 round	12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Reduces several creatures.				<i>Target:</i> 12 humanoid creatures, no two of which can be more than 30 ft. apart				
□□□□ Secure Shelter	19	None	10 minutes	24 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cloudkill	20	Fortitude partial; see text	1 standard action	12 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
□□□□ Hold Monster	20	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As hold person, but any creature.				<i>Target:</i> One living creature				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Flesh to Stone	21	Fortitude negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Turns subject creature into statue.				<i>Target:</i> One creature				

* =Domain/Specialty Spell