

Heust Male Elf Sor7

NAME

Sor7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

4'11"

HEIGHT

109 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

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	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP

hit points

42

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

+3

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+5

REFLEX

(dexterity)

+4

WILLPOWER

(wisdom)

+6

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+4

RANGED

attack bonus

+5

GRAPPLE

attack bonus

+4

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	
Craft Wondrous Item	See Text
Scribe Scroll	See Text

SKILLS		MAX RANKS		10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Concentration	CON	12	=	3	+ 9.0 +
✓ Hide	DEX	2	=	2	+ 0.5 +
Knowledge (Arcana)	INT	11	=	4	+ 7.0 +
Knowledge (Dungeoneering)	INT	5	=	4	+ 1.5 +
Knowledge (Geography)	INT	9	=	4	+ 5.0 +
Knowledge (Local)	INT	6	=	4	+ 2.0 +
✓ Search	INT	6	=	4	+ 0.5 + 2
Speak Language		1	=	0	+ 1.0 +
Spellcraft	INT	16	=	4	+ 10.0 + 2
✓ Spot	WIS	4	=	1	+ 1.0 + 2
✓ Survival	WIS	5	=	1	+ 4.0 +
✓ Use Rope	DEX	5	=	2	+ 3.5 +
✓ : 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, Draconic, Elven, Gnome, Goblin, Orc, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	2	0	0	0	0	0	0
PER DAY	6	7	7	5	0	0	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	7 minute [D]	Medium (170 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 7 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (40 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 7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> Ray 70 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	7 rounds	Medium (170 Feet)	V, S	No	Transmutation
□□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	15	Will negates	1 standard action	<i>Target:</i> One ropelike object, length up to 85 ft.; see text Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	<i>Target:</i> Cone-shaped burst 7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	<i>Target:</i> One humanoid creature 7 rounds [D]	Close (40 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One object or a 10-ft. square 7 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	7 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 7 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 7 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Touch of Idiocy <i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage.	16	No	1 standard action	<i>Target:</i> You or a creature or object weighing no more than 700 lbs 70 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Sleight of Hand <i>Effect:</i> Hampers vision and movement.	17	None	1 standard action	7 rounds	Long (680 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
□□□□□ Slow <i>Effect:</i> 7 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	17	Will negates	1 standard action	<i>Target:</i> Cylinder 40 7 rounds	Close (40 Feet)	V, S, M	Yes	Transmutation

* =Domain/Specialty Spell