

Araust Male Elf Sor6

NPC

Chaotic Neutral

NAME	Sor6		30000	Elf	Medium	5'3"	115 lbs	Low-Light, Normal
CLASS	Sor6		EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
TCL	6		21000	0	Male			0
	NEXT LEVEL		AGE	GENDER	EYES	HAIR		POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	10	+0	10	+0
INT Intelligence	17	+3	17	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	19	+4	19	+4

HP hit points	16	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	15	10	15	10	0	0	5	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

INITIATIVE modifier	+9	+5	+4
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						9/4.5
✓ Bluff	CHA	13	= 4	+ 9.0	+	
✓ Concentration	CON	8	= 0	+ 8.0	+	
Knowledge (Arcana)	INT	11	= 3	+ 8.0	+	
Knowledge (Nobility and Royalty)	INT	7	= 3	+ 4.0	+	
Perform (Comedy)	CHA	7	= 4	+ 3.0	+	
Spellcraft	INT	12	= 3	+ 7.0	+ 2	

✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+2	+0	+0	+0		
REFLEX (dexterity)	+7	+2	+5	+0	+0		
WILLPOWER (wisdom)	+6	+5	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	+3	+1	+0	+0	
RANGED attack bonus	+8	+3	+5	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3+1	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	Medium	Heavy	
	43.0	86.0	130.0	
Lift over head	130.0	Lift off ground	260.0	Push / Drag
				650.0

FEATS	
Alertness	See Text
Improved Initiative	See Text
Run	See Text

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, Orc, Sylvan

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 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	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	6 hour	10 ft.	V, S	No	Universal
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 6 rounds	Close (40 Feet)	V	Yes (object)	Transmutation
□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	6 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 6 minutes.	15	Will disbelief (if interacted with)	1 standard action	6 minutes [D]	Close (40 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (160 Feet)	V	No	Transmutation
□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M	Yes (harmless)	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Magic Circle against Chaos <i>Effect:</i> As protection spells, but 10-ft. radius and 60 minutes.	17	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]

* =Domain/Speciality Spell