

Laucivian Male Elf Sor16

NPC

Neutral Good

NAME Sor16	240000	PLAYERNAME Elf	Medium	DEITY 5'0"	106 lbs	ALIGNMENT Low-Light, Normal
CLASS 16	136000	RACE 0	Male	HEIGHT WEIGHT	VISION 0	POINTS
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	14	+2	14	+2
CON Constitution	11	+0	11	+0
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

HP hit points	43	WOUNDS/CURRENT HP			
AC armor class	12	10	12	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+2	+2	+0		
	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus	+8/+3				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
Walk 30'					
0	+0	0	0	0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	MISC CHANCE		SPELL RESISTANCE	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+5	+0	+0	+0		
REFLEX (dexterity)	+7	+5	+2	+0	+0		
WILLPOWER (wisdom)	+11	+10	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+10/+5	+8/+3	+2	+0	+0	
RANGED attack bonus	+10/+5	+8/+3	+2	+0	+0	
GRAPPLE attack bonus	+10/+5	+8/+3	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Combat Casting	See Text
Craft Staff	See Text
Far Shot	See Text
Magical Aptitude	See Text
Point Blank Shot	See Text
Silent Spell	See Text

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	10	= 4	+ 6.0 +
✓ Concentration	CON	19	= 0	+ 19.0 +
✓ Escape Artist	DEX	8	= 2	+ 6.0 +
✓ Heal	WIS	4	= 1	+ 3.0 +
Knowledge (Arcana)	INT	23	= 4	+ 19.0 +
Knowledge (Dungeoneering)	INT	10	= 4	+ 6.5 +
Knowledge (Geography)	INT	7	= 4	+ 3.0 +
Knowledge (History)	INT	7	= 4	+ 3.5 +
Knowledge (Nature)	INT	9	= 4	+ 3.0 + 2
Knowledge (Religion)	INT	4	= 4	+ 0.5 +
✓ Spot	WIS	11	= 1	+ 8.5 + 2
✓ Survival	WIS	9	= 1	+ 8.5 +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

- +2 racial saving throw bonus against enchantment spells or effects.
- +4 to Concentration to use spll or spelllike ability
- 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, Gnome, Orc, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	4	3	2	1	0
PER DAY	6	8	7	7	7	7	6	5	3	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].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	16 minute [D]	Medium (260 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	16 round	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	16 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	160 minutes	Medium (260 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	16 hour	10 ft.	V, S	No	Universal

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Chill Touch <i>Effect:</i> 16 touches deal 1d6 damage and possibly 1 Str damage.	16	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1600 lbs	16	None	1 standard action	16 hours	Close (65 Feet)	V, S, M	No	Evocation [Force]
□□□□ Hold Portal <i>Effect:</i> Holds door shut.	16	None	1 standard action	16 minutes [D]	Medium (260 Feet)	V	No	Abjuration
□□□□ Mount <i>Effect:</i> Summons riding horse for 32 hours.	16	None	1 round	32 hours [D]	Close (65 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	16 minutes	Medium (260 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	17	Will negates; see text	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	17	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	17	Will negates (blinding only)	1 standard action	16 rounds	Medium (260 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Invisibility <i>Effect:</i> Subject is invisible for 16 minutes or until it attacks.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	16 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□ Phantom Trap <i>Effect:</i> Makes item seem trapped.	17	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 16d6 damage.	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□ Shrink Item <i>Effect:</i> Object shrinks to one-sixteenth size.	18	Will negates (object)	1 standard action	16 days; see text	Touch	V, S	Yes (object)	Transmutation
□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	18	None	1 standard action	16 rounds	Long (1040 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
□□□□ Slow <i>Effect:</i> 16 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	16 rounds	Close (65 Feet)	V, S, M	Yes	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	16 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping.	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
□□□□ Fire Shield <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.	19	None	1 standard action	16 rounds [D]	Personal	V, S, M/DF	No	Evocation
□□□□ Globe of Invulnerability (Lesser) <i>Effect:</i> Stops 1st- through 3rd-level spell effects.	19	None	1 standard action	16 rounds [D]	10 ft.	V, S, M	No	Abjuration

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Dismissal <i>Effect:</i> Forces a creature to return to native plane.	20	Will negates; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	Yes	Abjuration
□□□□ Planar Binding, Lesser <i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.	20	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
□□□□ Transmute Rock to Mud <i>Effect:</i> Transforms two 10-ft. cubes per level.	20	See text	1 standard action	Permanent; see text	Medium (260 Feet)	V, S, M/DF	No	Transmutation [Earth]
□□□□ Waves of Fatigue <i>Effect:</i> Several targets become fatigued.	20	No	1 standard action	Instantaneous	30 ft.	V, S	Yes	Necromancy

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Disintegrate	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (260 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Makes one creature or object vanish.				<i>Target:</i> Ray				
□□□□ Flesh to Stone	21	Fortitude negates	1 standard action	Instantaneous	Medium (260 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Turns subject creature into statue.				<i>Target:</i> One creature				
□□□□ Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (1040 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 16d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				
□□□□ Vision	22	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
<i>Effect:</i> As legend lore, but quicker and strenuous.				<i>Target:</i> You				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Shadow Evocation, Greater	23	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> As shadow evocation, but up to 7th level and 60% real.				<i>Target:</i> See text				

* =Domain/Speciality Spell