

Thamimol Male Elf Sor12

NPC

True Neutral

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor12	Elf	5'0"	Low-Light, Normal
CLASS	RACE	HEIGHT	VISION
12	0	120 lbs	0
TCL	AGE	EYES	POINTS
	0		
	NEXT LEVEL	HAIR	

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	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	12	10	12	10	0	0	2	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

INITIATIVE modifier	+2	+2	+0
TOTAL		DEX MODIFIER	MISC MODIFIER

BASE ATTACK bonus	+6/+1
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						15/7.5
✓ 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	+ 2	
✓ Swim	STR	8	= 1	+ 7.0	+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+4	+3	+0	+0		
REFLEX (dexterity)	+6	+4	+2	+0	+0		
WILLPOWER (wisdom)	+12	+8	+2	+0	+2		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7/+2	+6/+1	+1	+0	+0	
RANGED attack bonus	+8/+3	+6/+1	+2	+0	+0	
GRAPPLE attack bonus	+7/+2	+6/+1	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	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
Armor Proficiency (Light)	See Text
Iron Will	See Text
Weapon Finesse	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, 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 <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	12 round	Close (55 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	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	12 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	12 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	16	None	1 standard action	120 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	12 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation [Force]
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	12 hours	Close (55 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	17	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration

LEVEL 3

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

LEVEL 4

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

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	20	Fortitude partial; see text	1 standard action	12 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
□□□□ Hold Monster <i>Effect:</i> As hold person, but any creature.	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]

LEVEL 6

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

* =Domain/Specialty Spell