

Araust Male Elf Sor6

NAME

Sor6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'3"

HEIGHT

115 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic 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	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

AC

armor class

15

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

+9

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+3

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+2

REFLEX

(dexterity)

+7

WILLPOWER

(wisdom)

+6

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+4

RANGED

attack bonus

+8

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
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Alertness	See Text
Improved Initiative	See Text
Run	See Text

SKILLS		MAX RANKS		9/4.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ 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					

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

LEVEL 1

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

LEVEL 2

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

LEVEL 3

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

* =Domain/Speciality Spell