

Tharion Male Elf Sor6

NPC

Chaotic Evil

NAME	Sor6	30000	Elf	Medium	5'5"	157 lbs	Low-Light, Normal
CLASS	6	21000	RACE	SIZE	HEIGHT	WEIGHT	ALIGNMENT
TCL			AGE	GENDER	EYES	HAIR	VISION
							POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	16	+3	16	+3
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	34	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	+3				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
0	0	0	0	Walk 30'		
0	0	0	0	0	+0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+2	+3	+0	+0		
REFLEX (dexterity)	+4	+2	+2	+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	+5	+3	+2	+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
Greater Spell Penetration	See Text
Spell Penetration	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						9/4.5
Knowledge (Arcana)	INT	11	= 2	+ 9.0	+	
Knowledge (Local)	INT	5	= 2	+ 3.5	+	
Knowledge (Religion)	INT	6	= 2	+ 4.0	+	
Knowledge (The Planes)	INT	6	= 2	+ 4.0	+	
✓ Sense Motive	WIS	4	= 1	+ 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, Orc

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
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	14	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object. <i>Target:</i> One creature, one object, or a 5-ft. cube	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance. <i>Target:</i> 6 creatures	14	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. <i>Target:</i> Ray	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm <i>Effect:</i> Wards an area for 12 hours. <i>Target:</i> 20-ft.-radius emanation centered on a point in space	15	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
□□□□□ Charm Person <i>Effect:</i> Makes one person your friend. <i>Target:</i> One humanoid creature	15	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you. <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	15	None	1 standard action	6 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles. <i>Target:</i> You	15	None	1 standard action	6 minutes [D]	Personal	V, S	No	Abjuration [Force]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds. <i>Target:</i> One arrow of acid	16	None	1 standard action	3 rounds	Long (640 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door. <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	16	None	1 standard action	Instantaneous; see text	Medium (160 Feet)	V	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content. <i>Target:</i> Page touched, up to 3 sq. ft. in size	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation

* =Domain/Speciality Spell