

Silante Female Elf Sor10

NPC

Neutral Evil

NAME	Sor10	90000	Elf	Medium	4'11"	86 lbs	Low-Light, Normal
CLASS	10	55000	0	Female			VISION
TCL			AGE	GENDER	EYES	HAIR	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	10	+0	10	+0
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

HP hit points	26	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 30'							
AC armor class	12	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+5					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	+3	+0	+0	+0		
REFLEX (dexterity)	+5	+3	+2	+0	+0		
WILLPOWER (wisdom)	+8	+7	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+6	+5	+1	+0	+0	
RANGED attack bonus	+7	+5	+2	+0	+0	
GRAPPLE attack bonus	+6	+5	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	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
Combat Casting	See Text
Leadership	See Text
Silent Spell	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						13/6.5
✓ Bluff	CHA	18	= 5	+ 13.0	+	
✓ Concentration	CON	9	= 0	+ 9.0	+	
Craft (Painting)	INT	5	= 4	+ 1.0	+	
Craft (Stonemasonry)	INT	11	= 4	+ 7.0	+	
Decipher Script	INT	6	= 4	+ 2.0	+	
Knowledge (Arcana)	INT	17	= 4	+ 13.0	+	
Knowledge (History)	INT	6	= 4	+ 2.0	+	
Knowledge (The Planes)	INT	4	= 4	+ 0.5	+	
Profession (Hunter)	WIS	13	= 1	+ 12.0	+	
Sleight of Hand	DEX	5	= 2	+ 1.0	+ 2	
Spellcraft	INT	18	= 4	+ 12.0	+ 2	

✓ : 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, Draconic, Elven, Gnome, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	4	3	2	1	0	0	0	0
PER DAY	6	8	7	7	6	4	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]. <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. <i>Target:</i> Burst of light	15	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	15	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 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.	15	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. <i>Target:</i> Ray	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	15	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft. <i>Target:</i> Cone-shaped emanation	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands. <i>Target:</i> One invisible, mindless, shapeless servant	16	None	1 standard action	10 hours	Close (50 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ False Life <i>Effect:</i> Gain 1d10+10 temporary hp <i>Target:</i> You	17	None	1 standard action	10 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures. <i>Target:</i> Colorful lights in a 10-ft.-radius spread	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (200 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Misdirection <i>Effect:</i> Misleads divinations for one creature or object. <i>Target:</i> One creature or object, up to a 10-ft. cube in size	17	None or Will negates; see text	1 standard action	10 hours	Close (50 Feet)	V, S	No	Illusion (Glamer)
□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space. <i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long	17	None	1 standard action	10 hours [D]	Touch	V, S, M	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects. <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst	18	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	No	Abjuration
□□□□ Haste <i>Effect:</i> 10 creatures moves faster, +1 on attack rolls, AC, and Reflex saves. <i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart	18	Fortitude negates (harmless)	1 standard action	10 rounds	Close (50 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 10d6 damage. <i>Target:</i> 120-ft. line	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]

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. <i>Target:</i> One living creature	19	Will negates	1 standard action	10 days	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures. <i>Target:</i> Colorful lights with a 20-ft.-radius spread	19	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1000 miles. <i>Target:</i> You and touched objects or other touched willing creatures	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

* =Domain/Speciality Spell