

Hemor Male Elf Sor11

NPC

Chaotic Evil

NAME Sor11	110000	PLAYERNAME Elf	Medium	DEITY 5'4"	96 lbs	ALIGNMENT Low-Light, Normal
CLASS 11	66000	RACE 0	Male	HEIGHT WEIGHT		VISION 0
TCL	NEXT LEVEL	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	13	+1	13	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

HP hit points	35	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	+6	TOTAL	+2	DEX MODIFIER	+4	MISC MODIFIER
BASE ATTACK bonus	+5					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	+3	+1	+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	
Improved Initiative	See Text
Scribe Scroll	See Text
Spell Penetration	See Text
Widen Spell	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Bluff	CHA	10	= 4	+ 6.0	
Decipher Script	INT	8	= 4	+ 4.5	
Diplomacy	CHA	11	= 4	+ 5.0	+ 2
Intimidate	CHA	7	= 4	+ 1.5	+ 2
Knowledge (Arcana)	INT	17	= 4	+ 13.0	
Knowledge (History)	INT	5	= 4	+ 1.0	
Knowledge (Local)	INT	9	= 4	+ 5.0	
Knowledge (Religion)	INT	9	= 4	+ 5.0	
Profession (Miner)	WIS	15	= 1	+ 14.0	
Spellcraft	INT	20	= 4	+ 14.0	+ 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, Goblin, Orc, Sylvan

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	3	2	0	0	0	0
PER DAY	6	7	7	7	7	4	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	11 minute [D]	Medium (210 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation	14	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	14	Will disbelief (if interacted with)	1 standard action	11 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. <i>Target:</i> One object of up to 1 lb.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. <i>Target:</i> See text	14	See text	1 standard action	11 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. <i>Target:</i> Ray	14	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	14	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	14	Will negates (harmless)	1 standard action	11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft. <i>Target:</i> Cone-shaped emanation	15	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery. <i>Target:</i> One object or a 10-ft. square	15	See text	1 standard action	11 rounds [D]	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Mount <i>Effect:</i> Summons riding horse for 22 hours. <i>Target:</i> One mount	15	None	1 round	22 hours [D]	Close (50 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage. <i>Target:</i> Ray	15	None	1 standard action	11 minutes	Close (50 Feet)	V, S	Yes	Necromancy
□□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design. <i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (840 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature. <i>Target:</i> You	16	None	1 standard action	110 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 11 minutes. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 11 minutes. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 11 minutes or until it attacks. <i>Target:</i> You or a creature or object weighing no more than 1100 lbs	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Minor Image <i>Effect:</i> As silent image, plus some sound. <i>Target:</i> Visual figment that cannot extend beyond 15 10-ft. cubes [S]	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (840 Feet)	V, S, F	No	Illusion (Figment)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	11 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher. <i>Target:</i> One touched object weighing no more than 10 lb.	17	Will negates; see text	1 minute or longer; see text	11 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement. <i>Target:</i> Cylinder 40	17	None	1 standard action	11 rounds	Long (840 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
□□□□□ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures. <i>Target:</i> 20-ft.-radius sphere centered on your location	17	None	1 standard action	22 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Hallucinatory Terrain <i>Effect:</i> Makes one type of terrain appear like another (field into forest, or the like). <i>Target:</i> 11 30-ft. cubes [S]	18	Will disbelief (if interacted with)	10 minutes	22 hours [D]	Long (840 Feet)	V, S, M	No	Illusion (Glamour)
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible. <i>Target:</i> You or creature touched	18	Will negates (harmless)	1 standard action	11 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Reduce Person, Mass <i>Effect:</i> Reduces several creatures. <i>Target:</i> 11 humanoid creatures, no two of which can be more than 30 ft. apart	18	Fortitude negates	1 round	11 minutes [D]	Close (50 Feet)	V, S, M	Yes	Transmutation

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph <i>Effect:</i> Transforms subject into harmless animal. <i>Target:</i> One creature	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 Feet)	V, S	Yes	Transmutation
□□□□□ Persistent Image <i>Effect:</i> As major image, but no concentration required. <i>Target:</i> Visual figment that cannot extend beyond 15 10-ft. cubes [S]	19	Will disbelief (if interacted with)	1 standard action	11 minutes [D]	Long (840 Feet)	V, S, F	No	Illusion (Figment)

* = Domain/Specialty Spell