

Xanaphinia Female Elf Sor7

NAME

Sor7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	13	+1	13	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

RANGED

GRAPPLE

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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Magical Aptitude	See Text
Skill Focus (Knowledge (Arcana))	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'2"

HEIGHT

125 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

POINTS

HP

42

WOUNDS/CURRENT HP

AC

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+3

bonus

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

SPEED

Walk 30'

SKILLS					MAX RANKS	10/5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Bluff	CHA	14	= 4	+ 10.0	+
	Knowledge (Arcana)	INT	14	= 4	+ 10.0	+
	Knowledge (Architecture and Engineering)	INT	5	= 4	+ 1.0	+
	Knowledge (Geography)	INT	6	= 4	+ 2.5	+
	Knowledge (Nobility and Royalty)	INT	7	= 4	+ 3.0	+
✓	Listen	WIS	7	= 1	+ 4.0	+ 2
	Sleight of Hand	DEX	10	= 4	+ 4.0	+ 2
	Spellcraft	INT	18	= 4	+ 10.0	+ 4
✓	Use Rope	DEX	6	= 4	+ 2.0	+
				=	+	+
✓ : 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, Gnome, Goblin, Orc

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	2	0	0	0	0	0	0
PER DAY	6	7	7	5	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Daze	14	Will negates	1 standard action	7 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
☐☐☐☐☐ 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.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐☐ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
☐☐☐☐☐ Message	14	None	1 standard action	70 minutes	Medium (170 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 7 creatures				
☐☐☐☐☐ Prestidigitation	14	See text	1 standard action	7 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
☐☐☐☐☐ Read Magic	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
☐☐☐☐☐ Touch of Fatigue	14	Fortitude negates	1 standard action	7 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.				<i>Target:</i> One living creature with 5 or fewer HD				
☐☐☐☐☐ Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<i>Effect:</i> Determines properties of magic item.				<i>Target:</i> One touched object				
☐☐☐☐☐ Magic Aura	15	None; see text	1 standard action	7 days [D]	Touch	V, S, F	No	Illusion (Glamer)
<i>Effect:</i> Alters object's magic aura.				<i>Target:</i> One touched object weighing up to 35 lbs				
☐☐☐☐☐ Magic Missile	15	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 4 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
☐☐☐☐☐ Ray of Enfeeblement	15	None	1 standard action	7 minutes	Close (40 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.				<i>Target:</i> Ray				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ False Life	16	None	1 standard action	7 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
<i>Effect:</i> Gain 1d10+7 temporary hp				<i>Target:</i> You				
☐☐☐☐☐ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	7 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect:</i> Subject is invisible for 7 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 700 lbs				
☐☐☐☐☐ Mirror Image	16	None	1 standard action	7 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Flame Arrow	17	None	1 standard action	70 minutes	Close (40 Feet)	V, S, M	No	Transmutation [Fire]
<i>Effect:</i> Arrows deal +1d6 fire damage.				<i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting				
☐☐☐☐☐ Suggestion	17	Will negates	1 standard action	7 hours or until completed	Close (40 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> Compels subject to follow stated course of action.				<i>Target:</i> One living creature				

\* =Domain/Speciality Spell