

# Aravis Male Elf Sor19

# NPC

Lawful Evil

NAME  
Sor19  
CLASS  
342000  
EXPERIENCE  
19  
TCL  
190000  
NEXT LEVEL

PLAYERNAME  
Elf  
RACE  
Medium  
SIZE  
Male  
GENDER  
0  
AGE

DEITY  
4'10"  
HEIGHT  
100 lbs  
WEIGHT  
EYES  
HAIR

ALIGNMENT  
Low-Light, Normal  
VISION  
0  
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	18	+4	18	+4
<b>DEX</b> Dexterity	19	+4	19	+4
<b>CON</b> Constitution	10	+0	10	+0
<b>INT</b> Intelligence	13	+1	13	+1
<b>WIS</b> Wisdom	13	+1	13	+1
<b>CHA</b> Charisma	22	+6	22	+6

<b>HP</b> hit points	56	WOUNDS/CURRENT HP			
<b>AC</b> armor class	14	TOTAL	FLAT	TOUCH	BASE

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	4	0
NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	
0	0		

SPEED		
Walk 30'		
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
0	+0	0

<b>INITIATIVE</b> modifier	+8	TOTAL	+4	DEX MODIFIER	+4	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+9/+4					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Bluff	CHA	23	= 6	+ 17.0	
Craft (Painting)	INT	12	= 1	+ 11.0	
Hide	DEX	7	= 4	+ 3.0	
Knowledge (Arcana)	INT	12	= 1	+ 11.0	
Knowledge (Architecture and Engineering)	INT	2	= 1	+ 1.0	
Knowledge (Religion)	INT	3	= 1	+ 2.0	
Spellcraft	INT	21	= 1	+ 18.0	2

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✓ : can be used untrained. X : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+6	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+10	+6	+4	+0	+0		
<b>WILLPOWER</b> (wisdom)	+12	+11	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+13/+8	+9/+4	+4	+0	+0	
<b>RANGED</b> attack bonus	+13/+8	+9/+4	+4	+0	+0	
<b>GRAPPLE</b> attack bonus	+13/+8	+9/+4	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	
	100.0	200.0	300.0	
Lift over head	300.0	Lift off ground	600.0	Push / Drag
				1500.0

FEATS	
Brew Potion	See Text
Dodge	See Text
Empower Spell	See Text
Eschew Materials	See Text
Forge Ring	See Text
Improved Initiative	See Text
Skill Focus (Craft (Painting))	See Text

**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

# Sorcerer Spells

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

## 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.	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ 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	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
□□□□ Ghost Sound <i>Effect:</i> Figment sounds. <i>Target:</i> Illusory sounds	16	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched	16	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	16	None	1 standard action	Concentration	Close (70 Feet)	V, S	No	Transmutation
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. <i>Target:</i> Ray	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. <i>Target:</i> You	16	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws. <i>Target:</i> Creature touched	16	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. <i>Target:</i> Creature touched	16	Fortitude negates	1 standard action	19 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cause Fear <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	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1900 lbs <i>Target:</i> 3-ft.-diameter disk of force	17	None	1 standard action	19 hours	Close (70 Feet)	V, S, M	No	Evocation [Force]
□□□□ Magic Missile <i>Effect:</i> 5 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	17	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Force]
□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. <i>Target:</i> Creature touched	17	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles. <i>Target:</i> You	17	None	1 standard action	19 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 7 rounds. <i>Target:</i> One arrow of acid	18	None	1 standard action	7 rounds	Long (1160 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 19 minutes. <i>Target:</i> Creature touched	18	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation
□□□□ Command Undead <i>Effect:</i> Undead creature obeys your commands. <i>Target:</i> One undead creature	18	Will negates; see text	1 standard action	19 days	Close (70 Feet)	V, S, M	Yes	Necromancy
□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered. <i>Target:</i> One creature or object	18	Will negates (object)	1 standard action	Permanent until discharged	Close (70 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3]. <i>Target:</i> One or more rays	18	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Fire]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light. <i>Target:</i> Object touched	19	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
□□□□ Hold Person <i>Effect:</i> Paralyzes one humanoid for 19 rounds. <i>Target:</i> One humanoid creature	19	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Keen Edge <i>Effect:</i> Doubles normal weapon's threat range. <i>Target:</i> One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting	19	Will negates (harmless, object)	1 standard action	190 minutes	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
□□□□ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes. <i>Target:</i> 10-ft.-radius emanation from touched creature	19	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Eye <i>Effect:</i> Invisible floating eye moves 30 ft./round. <i>Target:</i> Magical sensor	20	None	10 minutes	19 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
□□□□ Locate Creature <i>Effect:</i> Indicates direction to familiar creature. <i>Target:</i> Circle, centered on you, with a radius of 1160 ft.	20	None	1 standard action	190 minutes	Long (1160 Feet)	V, S, M	No	Divination
□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures. <i>Target:</i> Colorful lights with a 20-ft.-radius spread	20	Will negates	1 standard action	Concentration + 19 rounds [D]	Medium (290 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Solid Fog <i>Effect:</i> Blocks vision and slows movement. <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high	20	None	1 standard action	19 minutes	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)

## 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	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 Feet)	V, S	Yes	Transmutation
□□□□ Dream <i>Effect:</i> Sends message to anyone sleeping. <i>Target:</i> One living creature touched	21	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□ Persistent Image <i>Effect:</i> As major image, but no concentration required. <i>Target:</i> Visual figment that cannot extend beyond 23 10-ft. cubes [S]	21	Will disbelief (if interacted with)	1 standard action	19 minutes [D]	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1900 miles. <i>Target:</i> You and touched objects or other touched willing creatures	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

\* =Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Symbol of Fear	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.				<i>Target:</i> One symbol				
□□□□□ Symbol of Persuasion	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Triggered rune charms nearby creatures.				<i>Target:</i> One symbol				
□□□□□ Veil	22	Will negates; see text	1 standard action	Concentration + 19 hours [D]	Long (1160 Feet)	V, S	Yes; see text	Illusion (Glamour)
<i>Effect:</i> Changes appearance of group of creatures.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Hold Person, Mass	23	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
<i>Effect:</i> As hold person, but all within 30 ft.				<i>Target:</i> One or more humanoid creatures, no two of which can be more than 30 ft. apart				
□□□□□ Symbol of Weakness	23	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]
<i>Effect:</i> Triggered rune weakens nearby creatures.				<i>Target:</i> One symbol				
□□□□□ Teleport, Greater	23	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures				

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Horrid Wilting	24	Fortitude half	1 standard action	Instantaneous	Long (1160 Feet)	V, S, M/DF	Yes	Necromancy
<i>Effect:</i> Deals 19d6 damage within 30 ft.				<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart				
□□□□□ Polar Ray	24	None	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes	Evocation [Cold]
<i>Effect:</i> Ranged touch attack deals 19d6 cold damage.				<i>Target:</i> Ray				
□□□□□ Polymorph Any Object	24	Fortitude negates (object); see text	1 standard action	See text	Close (70 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 1900 cu. ft.				

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Crushing Hand	25	None	1 standard action	19 rounds [D]	Medium (290 Feet)	V, S, M, F/DF	Yes	Evocation [Force]
<i>Effect:</i> Large hand provides cover, pushes, or crushes your foes.				<i>Target:</i> 10-ft. hand				
□□□□□ Weird	25	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
<i>Effect:</i> As phantasmal killer, but affects all within 30 ft.				<i>Target:</i> Any number of creatures, no two of which can be more than 30 ft. apart				

\* = Domain/Specialty Spell