

# Heust Male Elf Sor7

# NPC

Lawful Evil

|            |            |         |                   |
|------------|------------|---------|-------------------|
| NAME       | PLAYERNAME | DEITY   | ALIGNMENT         |
| Sor7       | Elf        | 4'11"   | Low-Light, Normal |
| CLASS      | RACE       | HEIGHT  | VISION            |
| 42000      | Medium     | 109 lbs | 0                 |
| EXPERIENCE | SIZE       | WEIGHT  | POINTS            |
| 28000      | Male       |         |                   |
| NEXT LEVEL | AGE        | EYES    | HAIR              |
| 7          | 0          |         |                   |
| TCL        | GENDER     |         |                   |

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| <b>STR</b><br>Strength     | 12            | +1               | 12         | +1            |
| <b>DEX</b><br>Dexterity    | 15            | +2               | 15         | +2            |
| <b>CON</b><br>Constitution | 16            | +3               | 16         | +3            |
| <b>INT</b><br>Intelligence | 18            | +4               | 18         | +4            |
| <b>WIS</b><br>Wisdom       | 12            | +1               | 12         | +1            |
| <b>CHA</b><br>Charisma     | 19            | +4               | 19         | +4            |

|                               |       |                   |               |
|-------------------------------|-------|-------------------|---------------|
| <b>HP</b><br>hit points       | 42    | WOUNDS/CURRENT HP |               |
| <b>AC</b><br>armor class      | 12    | 10                | 12            |
|                               | TOTAL | FLAT              | TOUCH         |
| <b>INITIATIVE</b><br>modifier | +2    | +2                | +0            |
|                               | TOTAL | DEX MODIFIER      | MISC MODIFIER |
| <b>BASE ATTACK</b><br>bonus   | +3    |                   |               |

| SUBDUAL DAMAGE |              | DAMAGE REDUCTION |               | SPEED                |                     |                  |
|----------------|--------------|------------------|---------------|----------------------|---------------------|------------------|
|                |              |                  |               | Walk 30'             |                     |                  |
| ARMOR BONUS    | SHIELD BONUS | STAT MODIFIER    | SIZE MODIFIER | NATURAL ARMOR        | MISC MODIFIER       | MISS CHANCE      |
| 0              | 0            | 2                | 0             | 0                    | 0                   | 0                |
|                |              |                  |               | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |
|                |              |                  |               | 0                    | +0                  | 0                |

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) | +5    | +2        | +3               | +0             | +0            |               |                       |
| <b>REFLEX</b><br>(dexterity)       | +4    | +2        | +2               | +0             | +0            |               |                       |
| <b>WILLPOWER</b><br>(wisdom)       | +6    | +5        | +1               | +0             | +0            |               |                       |

|                                | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|-------|-------------------|---------------|---------------|---------------|---------------|
| <b>MELEE</b><br>attack bonus   | +4    | +3                | +1            | +0            | +0            |               |
| <b>RANGED</b><br>attack bonus  | +5    | +3                | +2            | +0            | +0            |               |
| <b>GRAPPLE</b><br>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            | 43.0  | Medium          | 86.0  | Heavy       | 130.0 |
| Lift over head   | 130.0 | Lift off ground | 260.0 | Push / Drag | 650.0 |

| FEATS               |          |
|---------------------|----------|
| Craft Wondrous Item | See Text |
| Scribe Scroll       | See Text |

| SKILLS                    |             | MAX RANKS      |                  | 10/5       |
|---------------------------|-------------|----------------|------------------|------------|
| SKILL NAME                | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS      |
| ✓ Concentration           | CON         | 12             | = 3              | + 9.0 +    |
| ✓ Hide                    | DEX         | 2              | = 2              | + 0.5 +    |
| Knowledge (Arcana)        | INT         | 11             | = 4              | + 7.0 +    |
| Knowledge (Dungeoneering) | INT         | 5              | = 4              | + 1.5 +    |
| Knowledge (Geography)     | INT         | 9              | = 4              | + 5.0 +    |
| Knowledge (Local)         | INT         | 6              | = 4              | + 2.0 +    |
| ✓ Search                  | INT         | 6              | = 4              | + 0.5 + 2  |
| Speak Language            |             | 1              | = 0              | + 1.0 +    |
| Spellcraft                | INT         | 16             | = 4              | + 10.0 + 2 |
| ✓ Spot                    | WIS         | 4              | = 1              | + 1.0 + 2  |
| ✓ Survival                | WIS         | 5              | = 1              | + 4.0 +    |
| ✓ Use Rope                | DEX         | 5              | = 2              | + 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, Gnome, Goblin, Orc, Sylvan

# 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             |
|---|----|-------------------------------------|-------------------|------------------------------------|-------------------|---------|------------------|--------------------|
| □□□□□ Dancing Lights<br><i>Effect:</i> Creates torches or other lights.           | 14 | None                                | 1 standard action | 7 minute [D]                       | Medium (170 Feet) | V, S    | No               | Evocation [Light]  |
| □□□□□ Detect Magic<br><i>Effect:</i> Detects spells and magic items within 60 ft. | 14 | None                                | 1 standard action | Concentration, up to 7 minutes [D] | 60 ft.            | V, S    | No               | Divination         |
| □□□□□ Disrupt Undead<br><i>Effect:</i> Deals 1d6 damage to one undead.            | 14 | None                                | 1 standard action | Instantaneous                      | Close (40 Feet)   | V, S    | Yes              | Necromancy         |
| □□□□□ Ghost Sound<br><i>Effect:</i> Figment sounds.                               | 14 | Will disbelief (if interacted with) | 1 standard action | 7 rounds [D]                       | Close (40 Feet)   | V, S, M | No               | Illusion (Figment) |
| □□□□□ Mage Hand<br><i>Effect:</i> 5-pound telekinesis.                            | 14 | None                                | 1 standard action | Concentration                      | Close (40 Feet)   | V, S    | No               | Transmutation      |
| □□□□□ Ray of Frost<br><i>Effect:</i> Ray deals 1d3 cold damage.                   | 14 | None                                | 1 standard action | Instantaneous                      | Close (40 Feet)   | V, S    | Yes              | Evocation [Cold]   |
| □□□□□ Read Magic<br><i>Effect:</i> Read scrolls and spellbooks.                   | 14 | None                                | 1 standard action | 70 minutes                         | Personal          | V, S, F | No               | Divination         |

## LEVEL 1

| Name   | DC | Saving Throw            | Time              | Duration                | Range             | Comp.   | Spell Resistance | School                              |
|--|----|-------------------------|-------------------|-------------------------|-------------------|---------|------------------|-------------------------------------|
| □□□□□ Animate Rope<br><i>Effect:</i> Makes a rope move at your command.                          | 15 | None                    | 1 standard action | 7 rounds                | Medium (170 Feet) | V, S    | No               | Transmutation                       |
| □□□□□ Color Spray<br><i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures. | 15 | Will negates            | 1 standard action | Instantaneous; see text | 15 ft.            | V, S, M | Yes              | Illusion (Pattern) [Mind-Affecting] |
| □□□□□ Enlarge Person<br><i>Effect:</i> Creatures size increases to next category.                | 15 | Fortitude negates       | 1 round           | 7 minutes [D]           | Close (40 Feet)   | V, S, M | Yes              | Transmutation                       |
| □□□□□ Grease<br><i>Effect:</i> Makes 10-ft. square or one object slippery.                       | 15 | See text                | 1 standard action | 7 rounds [D]            | Close (40 Feet)   | V, S, M | No               | Conjuration (Creation)              |
| □□□□□ Mage Armor<br><i>Effect:</i> Gives subject +4 armor bonus.                                 | 15 | Will negates (harmless) | 1 standard action | 7 hours [D]             | Touch             | V, S, F | No               | Conjuration (Creation) [Force]      |

## LEVEL 2

| Name  | DC | Saving Throw   | Time              | Duration      | Range             | Comp.      | Spell Resistance                         | School                                    |
|---|----|--|-------------------|---------------|-------------------|------------|--|---|
| □□□□□ Darkvision<br><i>Effect:</i> See 60 ft. in total darkness.                              | 16 | Will negates (harmless)                                    | 1 standard action | 7 hours       | Touch             | V, S, M    | Yes (harmless)                           | Transmutation                             |
| □□□□□ Invisibility<br><i>Effect:</i> Subject is invisible for 7 minutes or until it attacks.  | 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)                         |
| □□□□□ Touch of Idiocy<br><i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage. | 16 | No   | 1 standard action | 70 minutes    | Touch             | V, S       | Yes                                      | Enchantment (Compulsion) [Mind-Affecting] |

## LEVEL 3

| Name   | DC | Saving Throw | Time              | Duration | Range           | Comp.      | Spell Resistance | School                        |
|--|----|--------------|-------------------|----------|-----------------|------------|------------------|-------------------------------|
| □□□□□ Sleet Storm<br><i>Effect:</i> Hampers vision and movement.                                   | 17 | None         | 1 standard action | 7 rounds | Long (680 Feet) | V, S, M/DF | No               | Conjuration (Creation) [Cold] |
| □□□□□ Slow<br><i>Effect:</i> 7 subjects takes only one action/round, -2 to AC, -2 on attack rolls. | 17 | Will negates | 1 standard action | 7 rounds | Close (40 Feet) | V, S, M    | Yes              | Transmutation                 |

\* = Domain/Specialty Spell