

Xanaphinia Female Elf Sor7

NPC

Chaotic Neutral

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor7	Elf	5'2"	Low-Light, Normal
CLASS	RACE	HEIGHT	VISION
7	Medium	125 lbs	0
TCL	AGE	EYES	POINTS
28000	0	HAIR	
NEXT LEVEL	GENDER		
	Female		

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

HP hit points	42	WOUNDS/CURRENT HP	
AC armor class	14	TOTAL	FLAT TOUCH = BASE
INITIATIVE modifier	+4	TOTAL	DEX MODIFIER MISC MODIFIER
BASE ATTACK 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	4	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
FORTITUDE (constitution)	+5	+2	+3	+0	+0		
REFLEX (dexterity)	+6	+2	+4	+0	+0		
WILLPOWER (wisdom)	+6	+5	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	+3	+1	+0	+0	
RANGED attack bonus	+7	+3	+4	+0	+0	
GRAPPLE 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	Medium	Heavy	
	50.0	100.0	150.0	
	Lift over head	Lift off ground	Push / Drag	
	150.0	300.0	750.0	

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						10/5
✓ 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