

# Kalf Male Half-Elf Sor14

# NPC

Lawful Neutral

NAME  
Sor14  
CLASS  
14  
TCL  
182000  
EXPERIENCE  
105000  
NEXT LEVEL

PLAYERNAME  
Half-Elf  
RACE  
0  
AGE  
Medium  
SIZE  
Male  
GENDER

DEITY  
5'6"  
HEIGHT  
166 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	12	+1	12	+1
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	19	+4	19	+4
<b>INT</b> Intelligence	12	+1	12	+1
<b>WIS</b> Wisdom	14	+2	14	+2
<b>CHA</b> Charisma	20	+5	20	+5

<b>HP</b> hit points	93	WOUNDS/CURRENT HP			
<b>AC</b> armor class	11	10	11	10	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

SUBDUAL DAMAGE					DAMAGE REDUCTION				
0	0	1	0	0	0	0	0	0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

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

<b>INITIATIVE</b> modifier	+1	+1	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+7/+2		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Concentration	CON	20	= 4	+ 16.0	
Handle Animal	CHA	9	= 5	+ 4.5	
Knowledge (Arcana)	INT	18	= 1	+ 17.0	
Knowledge (History)	INT	7	= 1	+ 6.0	
Knowledge (Nature)	INT	2	= 1	+ 1.0	

✓ : 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)	+8	+4	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+4	+1	+0	+0		
<b>WILLPOWER</b> (wisdom)	+11	+9	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+8/+3	+7/+2	+1	+0	+0	
<b>RANGED</b> attack bonus	+8/+3	+7/+2	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+8/+3	+7/+2	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d3+1	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	
	43.0	86.0	130.0	
Lift over head	130.0	Lift off ground	260.0	Push / Drag
				650.0

FEATS	
Craft Magic Arms and Armor	See Text
Enlarge Spell	See Text
Martial Weapon Proficiency	See Text
Shield Proficiency	See Text

## SPECIAL ABILITIES

- +2 racial bonus on saving throws against enchantment spells or effects.
- Elven Blood  
Immunity to sleep spells and similar magical effects.
- Summon Familiar

## PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

## LANGUAGES

Common, Elven, Orc

# Sorcerer Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous <i>Target:</i> One missile of acid	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	14 minute [D] <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	Medium (240 Feet)	V, S	No	Evocation [Light]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Instantaneous <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (60 Feet)	V, S	Yes	Necromancy
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	Instantaneous <i>Target:</i> Illusory sounds	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	140 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (60 Feet)	V, S	No	Transmutation
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	140 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	16	Will negates	1 standard action	Instantaneous; see text <i>Target:</i> Cone-shaped burst	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	14 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	14 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	16	Fortitude negates	1 round	14 minutes [D] <i>Target:</i> One humanoid creature	Close (60 Feet)	V, S, M	Yes	Transmutation
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	14 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	17	None	1 standard action	Permanent <i>Target:</i> The door, chest, or portal touched, up to 420 sq. ft in size	Touch	V, S, M	No	Abjuration
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
□□□□□ Invisibility <i>Effect:</i> Subject is invisible for 14 minutes or until it attacks.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D] <i>Target:</i> You or a creature or object weighing no more than 1400 lbs	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text <i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level	Medium (240 Feet)	V	No	Transmutation
□□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds <i>Target:</i> One swarm of bats, rats, or spiders	Close (60 Feet)	V, S, M/DF	No	Conjuration (Summoning)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	18	Will negates (harmless)	1 standard action	14 minutes <i>Target:</i> Creature touched	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Heroism <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	18	Will negates (harmless)	1 standard action	140 minutes <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Slow <i>Effect:</i> 14 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	14 rounds <i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart	Close (60 Feet)	V, S, M	Yes	Transmutation
□□□□□ Stinking Cloud <i>Effect:</i> Nauseating vapors, 14 rounds.	18	Fortitude negates; see text	1 standard action	14 rounds <i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dimension Door <i>Effect:</i> Teleports you short distance.	19	None and Will negates (object)	1 standard action	Instantaneous <i>Target:</i> You and touched objects or other touched willing creatures	Long (960 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
□□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+14 damage.	19	Reflex half; see text	10 minutes	Permanent until discharged [D] <i>Target:</i> Object touched	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	19	Will negates (harmless)	1 standard action	14 rounds [D] <i>Target:</i> You or creature touched	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Polymorph <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	14 minutes [D] <i>Target:</i> Willing living creature touched	Touch	V, S, M	No	Transmutation

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dominate Person <i>Effect:</i> Controls humanoid telepathically.	20	Will negates	1 round	14 days <i>Target:</i> One humanoid	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Mind Fog <i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	20	Will negates	10 minutes	See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

\* =Domain/Specialty Spell

## Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bear's Endurance, Mass <i>Effect:</i> As bear's endurance, affects 14 subjects.	21	Will negates (harmless)	1 standard action	14 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
□□□□ Mislead <i>Effect:</i> Turns you invisible and creates illusory double.	21	None or Will disbelief (if interacted with); see text	1 standard action	14 rounds [D] and concentration + 3 rounds; see text <i>Target:</i> You/one illusory double	Close (60 Feet)	S	No	Illusion (Figment)(Gamer)

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Teleport, Greater <i>Effect:</i> As teleport, but no range limit and no off-target arrival.	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

\* =Domain/Speciality Spell