

Aravis Male Elf Sor19

NAME	
Sor19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

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

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

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	+9/+4	+4	+0	+0	
RANGED attack bonus	+13/+8	+9/+4	+4	+0	+0	
GRAPPLE 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	100.0	Medium	200.0	Heavy	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

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION	
hit points	56											
AC	14	10	14	10	0	0	4	0	0	0		
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	

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

DEITY	
4'10"	100 lbs
HEIGHT	WEIGHT
EYES	HAIR

Lawful Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

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

SKILLS		MAX RANKS		22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
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
= + +				
✓ : 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, Elven, Gnomish

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	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect:</i> Inscribe a personal rune [visible or invisible].								
□□□□□ Detect Poison	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.								
□□□□□ Ghost Sound	16	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.								
□□□□□ Light	16	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.								
□□□□□ Mage Hand	16	None	1 standard action	Concentration	Close (70 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.								
□□□□□ Ray of Frost	16	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Cold]
<i>Effect:</i> Ray deals 1d3 cold damage.								
□□□□□ Read Magic	16	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
□□□□□ Resistance	16	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.								
□□□□□ Touch of Fatigue	16	Fortitude negates	1 standard action	19 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.								

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cause Fear	17	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (70 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.								
□□□□□ Floating Disk	17	None	1 standard action	19 hours	Close (70 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1900 lbs								
□□□□□ Magic Missile	17	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 5 missiles that do 1d4+1 damage each.								
□□□□□ Protection from Chaos	17	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□□ Shield	17	None	1 standard action	19 minutes [D]	Personal	V, S	No	Abjuration [Force]
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow	18	None	1 standard action	7 rounds	Long (1160 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Ranged touch attack; 2d4 damage for 7 rounds.								
□□□□□ Cat's Grace	18	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 19 minutes.								
□□□□□ Command Undead	18	Will negates; see text	1 standard action	19 days	Close (70 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Undead creature obeys your commands.								
□□□□□ Magic Mouth	18	Will negates (object)	1 standard action	Permanent until discharged	Close (70 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
<i>Effect:</i> Speaks once when triggered.								
□□□□□ Scorching Ray	18	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daylight	19	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.								
□□□□□ Hold Person	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]
<i>Effect:</i> Paralyzes one humanoid for 19 rounds.								
□□□□□ Keen Edge	19	Will negates (harmless, object)	1 standard action	190 minutes	Close (70 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Doubles normal weapon's threat range.								
□□□□□ Magic Circle against Law	19	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Eye	20	None	10 minutes	19 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
<i>Effect:</i> Invisible floating eye moves 30 ft./round.								
□□□□□ Locate Creature	20	None	1 standard action	190 minutes	Long (1160 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.								
□□□□□ Rainbow Pattern	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]
<i>Effect:</i> Lights fascinate 24 HD of creatures.								
□□□□□ Solid Fog	20	None	1 standard action	19 minutes	Medium (290 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blocks vision and slows movement.								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (70 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.								
□□□□□ Dream	21	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
<i>Effect:</i> Sends message to anyone sleeping.								
□□□□□ Persistent Image	21	Will disbelief (if interacted with)	1 standard action	19 minutes [D]	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, but no concentration required.								
□□□□□ Teleport	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1900 miles.								

* =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