

Kalf Male Half-Elf Sor14

NAME

Sor14

CLASS

182000

EXPERIENCE

14

TCL

105000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'6"

HEIGHT

166 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	19	+4	19	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	20	+5	20	+5

HP

hit points

93

AC

armor class

11

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SAVING THROWS

FORTITUDE

(constitution)

+8

REFLEX

(dexterity)

+5

WILLPOWER

(wisdom)

+11

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+8/+3

RANGED

attack bonus

+8/+3

GRAPPLE

attack bonus

+8/+3

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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 Magic Arms and Armor

See Text

Enlarge Spell

See Text

Martial Weapon Proficiency

See Text

Shield Proficiency

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

17/8.5

CONCENTRATION

CON

20

=

4

+

16.0

+

HANDLE ANIMAL

CHA

9

=

5

+

4.5

+

KNOWLEDGE (ARCANES)

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

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

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Teleport, Greater	22	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				

* =Domain/Speciality Spell