

Feloquaphia Female Half-Elf
Sor14

NAME	
Sor14	182000
CLASS	EXPERIENCE
14	105000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	= +4	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	= +7/+2	+ +2	+ +0	+ +0	
RANGED attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+9/+4	= +7/+2	+ +2	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d3+2	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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Craft Wondrous Item	See Text
Extend Spell	See Text
Heighten Spell	See Text

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP hit points	50	WOUNDS/CURRENT HP			
AC armor class	11	: 10	: 11	= 10	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS

INITIATIVE modifier	+1	= +1	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+7/+2		

DEITY	
5'2"	152 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE				DAMAGE REDUCTION			
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	

SKILLS		MAX RANKS 17/8.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Knowledge (Arcana)	INT	21	= 4	+ 17.0	+
Knowledge (Architecture and Engineering)	INT	8	= 4	+ 4.5	+
Knowledge (Geography)	INT	10	= 4	+ 6.0	+
Knowledge (History)	INT	11	= 4	+ 7.0	+
Knowledge (Local)	INT	9	= 4	+ 5.5	+
Knowledge (Nobility and Royalty)	INT	10	= 4	+ 6.0	+
Knowledge (Religion)	INT	12	= 4	+ 8.0	+
Knowledge (The Planes)	INT	8	= 4	+ 4.5	+
✓ Search	INT	10	= 4	+ 5.0	+ 1
✓ Sense Motive	WIS	3	= 1	+ 2.0	+
✓ Spot	WIS	8	= 1	+ 6.5	+ 1
✓ Use Rope	DEX	5	= 1	+ 4.0	+
_____ = _____ + _____ + _____					
✓ : can be used untrained. ✕ : 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
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES
Abyssal, Common, Elven, Goblin, Orc, Sylvan

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	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]	Medium (240 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	14 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	16	See text	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Transmutation
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 14 rounds	Close (60 Feet)	V	Yes (object)	Transmutation
□□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Hold Portal <i>Effect:</i> Holds door shut.	16	None	1 standard action	14 minutes [D]	Medium (240 Feet)	V	No	Abjuration
□□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	17	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	14 hours	Touch	V, S, M	Yes (harmless)	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]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	17	None	1 standard action	14 minutes	Long (960 Feet)	V, S, F/DF	No	Divination
□□□□□ Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	17	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Clairaudience/Clairvoyance <i>Effect:</i> Hear or see at a distance for 14 minutes.	18	None	10 minutes	14 minutes [D]	Long (960 Feet)	V, S, F/DF	No	Divination (Scrying)
□□□□□ Explosive Runes <i>Effect:</i> Deals 6d6 damage when read.	18	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
□□□□□ Flame Arrow <i>Effect:</i> Arrows deal +1d6 fire damage.	18	None	1 standard action	140 minutes	Close (60 Feet)	V, S, M	No	Transmutation [Fire]
□□□□□ Halt Undead <i>Effect:</i> Immobilizes undead for 14 rounds.	18	Will negates (see text)	1 standard action	14 rounds	Medium (240 Feet)	V, S, M	Yes	Necromancy

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	19	Will negates	1 standard action	14 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Dimension Door <i>Effect:</i> Teleports you short distance.	19	None and Will negates (object)	1 standard action	Instantaneous	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]	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]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blight <i>Effect:</i> Withers one plant or deals 14d6 damage to plant creature.	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
□□□□□ False Vision <i>Effect:</i> Fools scrying with an illusion.	20	None	1 standard action	14 hours [D]	Touch	V, S, M	No	Illusion (Glamer)
□□□□□ Prying Eyes <i>Effect:</i> 1d4+14 floating eyes scout for you.	20	None	1 minute	14 hours; see text [D]	One mile	V, S, M	No	Divination

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Analyze Dweomer	21	None or Will negates; see text	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
□□□□□ True Seeing	21	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.				<i>Target:</i> Creature touched				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Delayed Blast Fireball	22	Reflex half	1 standard action	5 rounds or less; see text	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 14d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				

* =Domain/Speciality Spell