

Laucivian Male Elf Sor16

NAME

Sor16

CLASS

16

TCL

240000

EXPERIENCE

136000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5'0"

HEIGHT

106 lbs

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	14	+2	14	+2
CON Constitution	11	+0	11	+0
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

HP hit points	43	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			
AC armor class	12	TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+2	=	+2	+	+0	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+8/+3							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	=	+5	+	+0	+	
REFLEX (dexterity)	+7	=	+5	+	+0	+	
WILLPOWER (wisdom)	+11	=	+10	+	+0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+10/+5	=	+8/+3	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+10/+5	=	+8/+3	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+10/+5	=	+8/+3	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Combat Casting	See Text
Craft Staff	See Text
Far Shot	See Text
Magical Aptitude	See Text
Point Blank Shot	See Text
Silent Spell	See Text

SKILLS					MAX RANKS	19/9.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Appraise	INT	10	=	4	+	6.0 +
Concentration	CON	19	=	0	+	19.0 +
Escape Artist	DEX	8	=	2	+	6.0 +
Heal	WIS	4	=	1	+	3.0 +
Knowledge (Arcana)	INT	23	=	4	+	19.0 +
Knowledge (Dungeoneering)	INT	10	=	4	+	6.5 +
Knowledge (Geography)	INT	7	=	4	+	3.0 +
Knowledge (History)	INT	7	=	4	+	3.5 +
Knowledge (Nature)	INT	9	=	4	+	3.0 + 2
Knowledge (Religion)	INT	4	=	4	+	0.5 +
Spot	WIS	11	=	1	+	8.5 + 2
Survival	WIS	9	=	1	+	8.5 +

SPECIAL ABILITIES						
+2 racial saving throw bonus against enchantment spells or effects.						
+4 to Concentration to use spll or spelllike ability						
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, Gnoll, Gnome, Orc, Sylvan						

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect:</i> Inscribes a personal rune [visible or invisible].								
□□□□ Dancing Lights	15	None	1 standard action	16 minute [D]	Medium (260 Feet)	V, S	No	Evocation [Light]
<i>Effect:</i> Creates torches or other lights.								
□□□□ Daze	15	Will negates	1 standard action	16 round	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.								
□□□□ Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	16 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.								
□□□□ Light	15	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.								
□□□□ Mage Hand	15	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.								
□□□□ Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.								
□□□□ Message	15	None	1 standard action	160 minutes	Medium (260 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.								
□□□□ Prestidigitation	15	See text	1 standard action	16 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.								
<i>Target:</i> See text								

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Chill Touch	16	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> 16 touches deal 1d6 damage and possibly 1 Str damage.								
□□□□ Floating Disk	16	None	1 standard action	16 hours	Close (65 Feet)	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1600 lbs								
□□□□ Hold Portal	16	None	1 standard action	16 minutes [D]	Medium (260 Feet)	V	No	Abjuration
<i>Effect:</i> Holds door shut.								
□□□□ Mount	16	None	1 round	32 hours [D]	Close (65 Feet)	V, S, M	No	Conjuration (Summoning)
<i>Effect:</i> Summons riding horse for 32 hours.								
□□□□ Sleep	16	Will negates	1 round	16 minutes	Medium (260 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.								
<i>Target:</i> One or more living creatures within a 10-ft.-radius burst								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect:</i> Allows 'listening' to surface thoughts.								
□□□□ Ghoul Touch	17	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.								
□□□□ Glitterdust	17	Will negates (blinding only)	1 standard action	16 rounds	Medium (260 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blinds creatures, outlines invisible creatures.								
□□□□ Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	16 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 16 minutes or until it attacks.								
□□□□ Phantom Trap	17	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)
<i>Effect:</i> Makes item seem trapped.								
<i>Target:</i> Object touched								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Lightning Bolt	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 16d6 damage.								
□□□□ Shrink Item	18	Will negates (object)	1 standard action	16 days; see text	Touch	V, S	Yes (object)	Transmutation
<i>Effect:</i> Object shrinks to one-sixteenth size.								
□□□□ Sleet Storm	18	None	1 standard action	16 rounds	Long (1040 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
<i>Effect:</i> Hampers vision and movement.								
□□□□ Slow	18	Will negates	1 standard action	16 rounds	Close (65 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 16 subjects takes only one action/round, -2 to AC, -2 on attack rolls.								
<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Charm Monster	19	Will negates	1 standard action	16 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.								
□□□□ Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
<i>Effect:</i> Alerts you of magical eavesdropping.								
□□□□ Fire Shield	19	None	1 standard action	16 rounds [D]	Personal	V, S, M/DF	No	Evocation
<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.								
□□□□ Globe of Invulnerability (Lesser)	19	None	1 standard action	16 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.								
<i>Target:</i> 10-ft.-radius spherical emanation, centered on you								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Dismissal	20	Will negates; see text	1 standard action	Instantaneous	Close (65 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.								
□□□□ Planar Binding, Lesser	20	Will negates	10 minutes	Instantaneous	Close (65 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.								
□□□□ Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (260 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.								
□□□□ Waves of Fatigue	20	No	1 standard action	Instantaneous	30 ft.	V, S	Yes	Necromancy
<i>Effect:</i> Several targets become fatigued.								
<i>Target:</i> Cone-shaped burst								

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Disintegrate	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (260 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Makes one creature or object vanish.				<i>Target:</i> Ray				
□□□□ Flesh to Stone	21	Fortitude negates	1 standard action	Instantaneous	Medium (260 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Turns subject creature into statue.				<i>Target:</i> One creature				
□□□□ Symbol of Fear	21	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				

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 (1040 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 16d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				
□□□□ Vision	22	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
<i>Effect:</i> As legend lore, but quicker and strenuous.				<i>Target:</i> You				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Shadow Evocation, Greater	23	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> As shadow evocation, but up to 7th level and 60% real.				<i>Target:</i> See text				

* =Domain/Speciality Spell