

Dorfendd Male Dwarf
Com2Adp7

NAME Com2 Adp7 44000 CLASS 9 45000 TCL Dwarf 0 Medium 0 Male 4'2" 160 lbs 0 Darkvision (60'), Normal 0

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP SCORE TEMP MODIFIER STR 18 +4 18 +4 DEX 13 +1 13 +1 CON 14 +2 14 +2 INT 14 +2 14 +2 WIS 19 +4 19 +4 CHA 10 +0 10 +0 HP 48 AC 11 INITIATIVE +1 BASE ATTACK +4

SAVING THROWS FORTITUDE +4 REFLEX +5 WILLPOWER +9

MELEE +8 RANGED +5 GRAPPLE +8

UNARMED TOTAL ATTACK BONUS +8 DAMAGE 1d3+4 CRITICAL 20/x2

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 100.0 Medium 200.0 Heavy 300.0 Lift over head 300.0 Lift off ground 600.0 Push / Drag 1500.0

FEATS Enlarge Spell See Text Lightning Reflexes See Text Scribe Scroll See Text Skill Focus (Craft (Pottery)) See Text

NPC

PLAYERNAME DEITY Lawful Evil ALIGNMENT Darkvision (60'), Normal VISION 0 POINTS

WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED Walk 20'

SKILLS SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER Craft (Armorsmithing) INT 12 = 2 + 8.0 + 2

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids +2 racial bonus on Appraise and Craft checks that are related to stone or metal.

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

Common, Dwarven, Giant

Adept Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Water <i>Effect:</i> Creates 14 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	7 minute or until discharged	Touch	V, S	Yes	Divination
Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 7 cu. ft of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Burning Hands <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	7 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	70 minutes	Personal	V, S, M/DF	No	Divination
Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation)
Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	7 minutes	Medium (170 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.	16	None	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation
Cure Moderate Wounds <i>Effect:</i> Cures 2d8+7 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Delay Poison <i>Effect:</i> Stops poison from harming subject for 7 hours.	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)

* =Domain/Specialty Spell

Adept Spells

□□□□□ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	7 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 7 minutes or until it attacks.				Target: You or a creature or object weighing no more than 700 lbs				
□□□□□ Mirror Image	16	None	1 standard action	7 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
Effect: Creates decoy duplicates of you 8.				Target: You				
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
□□□□□ Scorching Ray	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
Effect: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				Target: One or more rays				
□□□□□ See Invisibility	16	None	1 standard action	70 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.				Target: You				
□□□□□ Web	16	Reflex negates; see text	1 standard action	70 minutes [D]	Medium (170 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				
* =Domain/Speciality Spell								