

Lenny Male Halfling Adp5Exp11

NAME

Adp5 Exp11

CLASS

130000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'0"

HEIGHT

34 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	22	+6	22	+6
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP

hit points

71

AC

armor class

17

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

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SAVING THROWS

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+11

WILLPOWER

(wisdom)

+16

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+17/+12

GRAPPLE

attack bonus

+11/+6

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Armor Proficiency (Light)	See Text
Combat Reflexes	See Text
Extend Spell	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Religion), Craft (Leatherworking), Craft (Armorsmithing))	See Text

SKILLS

MAX RANKS

19/9.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Concentration	CON	9	=	1	+	8.0	+
Craft (Armorsmithing)	INT	8	=	4	+	4.0	+
Craft (Carpentry)	INT	14	=	4	+	10.0	+
Craft (Leatherworking)	INT	10	=	4	+	6.0	+
Craft (Painting)	INT	6	=	4	+	2.0	+
Craft (Shipmaking)	INT	12	=	4	+	8.0	+
Craft (Stonemasonry)	INT	8	=	4	+	4.5	+
Craft (Trapmaking)	INT	6	=	4	+	2.5	+
Decipher Script	INT	17	=	4	+	13.0	+
Knowledge (Dungeoneering)	INT	5	=	4	+	1.5	+
Knowledge (Geography)	INT	12	=	4	+	8.0	+
Knowledge (History)	INT	18	=	4	+	14.0	+
Knowledge (Nobility and Royalty)	INT	11	=	4	+	7.0	+
Knowledge (Religion)	INT	13	=	4	+	9.0	+
Knowledge (The Planes)	INT	18	=	4	+	14.0	+
Perform (Wind Instruments)	CHA	7	=	1	+	6.5	+
✓ Ride	DEX	18	=	6	+	12.0	+
Spellcraft	INT	17	=	4	+	13.0	+
✓ Use Rope	DEX	11	=	6	+	5.5	+

SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Dwarven, Elven, Goblin, Halfling, Orc

# 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	3	2	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Create Water</b> <i>Effect:</i> Creates 10 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (35 Feet)	V, S	No	Conjuration (Creation) [Water]
<b>Cure Minor Wounds</b> <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)
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination
<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	5 rounds [D]	Close (35 Feet)	V, S, M	No	Illusion (Figment)
<b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	5 minute or until discharged	Touch	V, S	Yes	Divination
<b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<b>Mending</b> <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
<b>Purify Food and Drink</b> <i>Effect:</i> Purifies 5 cu. ft of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	5 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Burning Hands</b> <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<b>Cause Fear</b> <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 (35 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	5 round	Close (35 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	50 minutes	Personal	V, S, M/DF	No	Divination
<b>Cure Light Wounds</b> <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)
<b>Detect Chaos</b> <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
<b>Detect Evil</b> <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
<b>Detect Good</b> <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
<b>Detect Law</b> <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
<b>Endure Elements</b> <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
<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	5 minutes	20 ft.	V, S	No	Conjuration (Creation)
<b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<b>Protection from Evil</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<b>Protection from Good</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<b>Protection from Law</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	5 minutes	Medium (150 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Aid</b> <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.	16	None	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	Concentration	Close (35 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes	Transmutation
<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation
<b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Darkness</b> <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 5 hours.	16	Fortitude negates (harmless)	1 standard action	5 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	5 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 5 minutes or until it attacks.				Target: You or a creature or object weighing no more than 500 lbs				
□□□□□ Mirror Image	16	None	1 standard action	5 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	50 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 (35 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	50 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	50 minutes [D]	Medium (150 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								