

Aravo Male Half-Elf Adp5Exp6

NAME

Adp5 Exp6

CLASS

50000

EXPERIENCE

11

TCL

66000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+9

=

+3

+

+4

+

+0

+

+2

+

+4

=

+3

+

+1

+

+0

+

+0

+

+10

=

+9

+

+1

+

+0

+

+0

+

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7/+2

1d3+1

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	43.0	Medium	86.0
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Alertness	See Text
Armor Proficiency (Light)	See Text
Great Fortitude	See Text
Maximize Spell	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'3"

HEIGHT

156 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP  
hit points

85

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

INITIATIVE  
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+6/+1

SKILLS					MAX RANKS	14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise	INT	5	=	4	+	1.0 +
✓ Climb	STR	10	=	1	+	9.0 +
Craft (Blacksmithing)	INT	12	=	4	+	8.0 +
Craft (Carpentry)	INT	5	=	4	+	1.0 +
Craft (Leatherworking)	INT	7	=	4	+	3.0 +
Craft (Stonemasonry)	INT	13	=	4	+	9.0 +
Craft (Trapmaking)	INT	13	=	4	+	9.0 +
Craft (Weaponsmithing)	INT	5	=	4	+	1.0 +
Craft (Woodworking)	INT	10	=	4	+	6.0 +
Knowledge (Arcana)	INT	10	=	4	+	6.0 +
Knowledge (Local)	INT	12	=	4	+	8.0 +
Knowledge (The Planes)	INT	12	=	4	+	8.0 +
Profession (Miner)	WIS	9	=	1	+	8.0 +
✓ Ride	DEX	1	=	1	+	0.5 +
Spellcraft	INT	10	=	4	+	4.5 + 2
✓ Survival	WIS	5	=	1	+	4.0 +
Use Magic Device	CHA	10	=	1	+	9.0 +
= + +						
✓ : 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	
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, Elven, Ignan, Infernal, Sylvan, Terran	

# 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	1	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.	11	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.	11	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.	11	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.	11	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.	11	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.	11	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.	11	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.	11	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.	11	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	11	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.	12	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	12	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.	12	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.	12	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.	12	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	12	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.	12	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.	12	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.	12	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.	12	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.	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	12	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.	12	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.	12	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.	12	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.	12	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.	12	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.	13	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.	13	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.	13	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.	13	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.	13	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	13	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.	13	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.	13	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)

\* =Domain/Specialty Spell

## Adept Spells

□□□□□ Invisibility	13	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	13	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	13	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	13	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	13	None	1 standard action	50 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.				Target: You				
□□□□□ Web	13	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								