

Muhammed Male Human
Nob3Adp12

NAME
Ari3 Adp12
CLASS
15
TCL
138000
EXPERIENCE
120000
NEXT LEVEL

NPC

PLAYERNAME
Human
Medium
5'10"
144 lbs
Normal
VISION
0
POINTS

Lawful Evil
ALIGNMENT

Table with 4 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table for HP, AC, INITIATIVE, and BASE ATTACK. Includes fields for hit points, armor class, initiative modifier, and base attack bonus.

Table for SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED. Includes fields for subdual damage, damage reduction, and speed (Walk 30').

Table for SAVING THROWS: FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom). Includes fields for total, base save, ability modifier, magic modifier, misc modifier, and temp modifier.

Table for MELEE, RANGED, and GRAPPLE attack bonuses. Includes fields for total, base attack bonus, stat modifier, size modifier, misc modifier, and temp modifier.

Table for UNARMED attack. Includes fields for total attack bonus, damage, and critical.

Table for ARMOR. Includes fields for type, AC, maxdex, check, and spell failure.

Table for EQUIPMENT. Includes fields for item, location, qty, wt, and cost. Example: Outfit (Explorer's).

Table for WEIGHT ALLOWANCE. Includes fields for light, medium, and heavy weight allowances.

Table for FEATS. Lists various feats such as Alertness, Armor Proficiency, Craft Staff, Craft Wand, Point Blank Shot, Shield Proficiency, Spell Penetration, Toughness, Tower Shield Proficiency, and Weapon Finesse.

Table for SKILLS. Lists various skills such as Craft (Alchemy), Craft (Carpentry), Craft (Weaponsmithing), Craft (Woodworking), Disguise, Gather Information, Knowledge (Nature), Knowledge (Religion), Open Lock, Perform (Act), Perform (Dance), Perform (Sing), Perform (Wind Instruments), Profession (Miner), and Spot.

SPECIAL ABILITIES

Summon Familiar

Table for PROFICIENCIES. Lists various weapons and armor proficiencies such as Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer.

Table for LANGUAGES. Includes fields for Abyssal, Auran, Celestial, Common, and Sylvan.

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	5	4	3	1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Create Water <i>Effect:</i> Creates 24 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
□□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	15	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.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Cone-shaped emanation 12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Illusory sounds 12 minute or until discharged	Touch	V, S	Yes	Divination
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	<i>Target:</i> Creature touched 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 12 cu. ft. of food or water.	15	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 12 cu. ft. of contaminated food and water 120 minutes	Personal	V, S, F	No	Divination
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	<i>Target:</i> You 12 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.	16	None	1 standard action	12 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage	16	Reflex half	1 standard action	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	<i>Target:</i> Cone-shaped burst 1d4 rounds or 1 round; see text	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 12 round	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	<i>Target:</i> One living creature 120 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	<i>Target:</i> Creature touched 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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	<i>Target:</i> Creature touched 12 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 12 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	<i>Target:</i> Creature touched 12 minutes	Medium (220 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+10 temporary hp.	17	None	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	17	Will negates; see text	1 standard action	<i>Target:</i> Living creature touched Concentration	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 12 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 12 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 12 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, M	Yes	Transmutation
□□□□□ Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
□□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	17	None	1 standard action	<i>Target:</i> Creature touched 120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□□ Delay Poison <i>Effect:</i> Stops poison from harming subject for 12 hours.	17	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Object touched 12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)

* = Domain/Specialty Spell

Adept Spells

■■■■■ Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 12 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1200 lbs				
■■■■■ Mirror Image	17	None	1 standard action	12 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
■■■■■ Resist Energy	17	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
■■■■■ Scorching Ray	17	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				<i>Target:</i> One or more rays				
■■■■■ See Invisibility	17	None	1 standard action	120 minutes [D]	Personal	V, S, M	No	Divination
<i>Effect:</i> Reveals invisible creatures or objects.				<i>Target:</i> You				
■■■■■ Web	17	Reflex negates; see text	1 standard action	120 minutes [D]	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
■■■■■ Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
■■■■■ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
■■■■■ Continual Flame	18	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame				
■■■■■ Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+12 damage				<i>Target:</i> Creature touched				
■■■■■ Daylight	18	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
■■■■■ Deeper Darkness	18	None	1 standard action	12 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
■■■■■ Lightning Bolt	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 12d6 damage.				<i>Target:</i> 120-ft. line				
■■■■■ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 12 cu. ft. touched				
■■■■■ Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
■■■■■ Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
■■■■■ Tongues	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 4d8+12 damage.				<i>Target:</i> Creature touched				
■■■■■ Minor Creation	19	None	1 minute	12 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Creates one cloth or wood object.				<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
■■■■■ Polymorph	19	None	1 standard action	12 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched				
■■■■■ Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
■■■■■ Stoneskin	19	Will negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched				
■■■■■ Wall of Fire	19	None	1 standard action	Concentration + 12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+12 damage				<i>Target:</i> Opaque sheet of flame up to 240 ft. long or a ring of fire with a radius of up to 30 ft; either form 20 ft. high				

* =Domain/Specialty Spell