

Roscoe Male Halfling Adp4War9 NPC

NAME		PLAYERNAME		DEITY		Neutral Good	
Adp4 War9		Halfling		3'1"		Normal	
CLASS		RACE		HEIGHT		VISION	
13		0		Male		0	
TCL		AGE		GENDER		POINTS	
84000		Small		35 lbs			
EXPERIENCE		SIZE		WEIGHT			
NEXT LEVEL							

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	18	+4	18	+4	89				Walk 20'
DEX	19	+4	19	+4	AC	15	11	15	10
CON	15	+2	15	+2	TOTAL	FLAT	TOUCH	BASE	
INT	15	+2	15	+2					
WIS	19	+4	19	+4					
CHA	12	+1	12	+1					

INITIATIVE	+4	=	+4	+	+0
modifier	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK	+11/+6/+1				
bonus					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE	+10	=	+7	+	+2	+	+0
REFLEX	+9	=	+4	+	+0	+	+1
WILLPOWER	+12	=	+7	+	+0	+	+1
(constitution)							
(dexterity)							
(wisdom)							

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+16/+11/+6	=	+11/+6/+1	+	+4	+	+1	+	+0	+	
RANGED attack bonus	+16/+11/+6	=	+11/+6/+1	+	+4	+	+1	+	+0	+	
GRAPPLE attack bonus	+16/+11/+6	=	+11/+6/+1	+	+4	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d2+4	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	75.0	Medium	150.0	Heavy	225.0
Lift over head	225.0	Lift off ground	450.0	Push / Drag	1125.0

FEATS	
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Blind-Fight	See Text
Brew Potion	See Text
Combat Casting	See Text
Combat Reflexes	See Text
Endurance	See Text
Shield Proficiency	See Text
Tower Shield Proficiency	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	5	=	2	+ 3.0 +
Craft (Bowmaking)	INT	6	=	2	+ 4.0 +
Craft (Carpentry)	INT	4	=	2	+ 2.0 +
Handle Animal	CHA	10	=	1	+ 9.0 +
Heal	WIS	11	=	4	+ 7.0 +
Intimidate	CHA	13	=	1	+ 12.0 +
Knowledge (Dungeoneering)	INT	7	=	2	+ 5.0 +
Perform (Dance)	CHA	2	=	1	+ 1.5 +
Profession (Hunter)	WIS	11	=	4	+ 7.0 +
Spellcraft	INT	7	=	2	+ 5.0 +

SKILLS						MAX RANKS	16/8
✓ Appraise	INT	5	=	2	+ 3.0 +		
Craft (Bowmaking)	INT	6	=	2	+ 4.0 +		
Craft (Carpentry)	INT	4	=	2	+ 2.0 +		
Handle Animal	CHA	10	=	1	+ 9.0 +		
✓ Heal	WIS	11	=	4	+ 7.0 +		
✓ Intimidate	CHA	13	=	1	+ 12.0 +		
Knowledge (Dungeoneering)	INT	7	=	2	+ 5.0 +		
Perform (Dance)	CHA	2	=	1	+ 1.5 +		
Profession (Hunter)	WIS	11	=	4	+ 7.0 +		
Spellcraft	INT	7	=	2	+ 5.0 +		
						=	+ +
						✓ : can be used untrained. x : exclusive skills	

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
+4 to Concentration to use spll or spelllike ability	
Summon Familiar	

PROFICIENCIES	
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	

LANGUAGES	
Common, Dwarven, Elven, Halfling	

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
Create Water <i>Effect:</i> Creates 8 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (35 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 4 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	4 rounds [D] <i>Target:</i> Illusory sounds	Close (35 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	4 minute or until discharged <i>Target:</i> Creature touched	Touch	V, S	Yes	Divination
Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	40 minutes [D] <i>Target:</i> Object touched	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 <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 4 cu. ft of food or water.	14	Will negates (object)	1 standard action	Instantaneous <i>Target:</i> 4 cu. ft. of contaminated food and water	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	40 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	4 rounds <i>Target:</i> Creature touched	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	4 minutes <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Burning Hands <i>Effect:</i> 4d4 fire damage	15	Reflex half	1 standard action	Instantaneous <i>Target:</i> Cone-shaped burst	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 <i>Target:</i> One living creature with 5 or fewer HD	Close (35 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	4 round <i>Target:</i> One living creature	Close (35 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	40 minutes <i>Target:</i> You	Personal	V, S, M/DF	No	Divination
Cure Light Wounds <i>Effect:</i> Cures 1d8+4 damage	15	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	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] <i>Target:</i> Cone-shaped emanation	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] <i>Target:</i> Cone-shaped emanation	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] <i>Target:</i> Cone-shaped emanation	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] <i>Target:</i> Cone-shaped emanation	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 <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	4 minutes <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	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	4 minutes [D] <i>Target:</i> Creature touched	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	4 minutes [D] <i>Target:</i> Creature touched	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	4 minutes [D] <i>Target:</i> Creature touched	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	4 minutes [D] <i>Target:</i> Creature touched	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	4 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst	Medium (140 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+4 temporary hp.	16	None	1 standard action	4 minutes <i>Target:</i> Living creature touched	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 <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2	Close (35 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 4 minutes.	16	Will negates (harmless)	1 standard action	4 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes	Transmutation
Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 4 minutes.	16	Will negates (harmless)	1 standard action	4 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 4 minutes.	16	Will negates (harmless)	1 standard action	4 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
Cure Moderate Wounds <i>Effect:</i> Cures 2d8+4 damage	16	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	40 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Darkness]
Delay Poison <i>Effect:</i> Stops poison from harming subject for 4 hours.	16	Fortitude negates (harmless)	1 standard action	4 hours <i>Target:</i> Creature touched	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	4 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 4 minutes or until it attacks.				Target: You or a creature or object weighing no more than 400 lbs				
□□□□□ Mirror Image	16	None	1 standard action	4 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	40 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	40 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	40 minutes [D]	Medium (140 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								