

Seebo Male Gnome
Adp11Com9

NAME
Adp11 Com9
CLASS
20
TCL
182000
EXPERIENCE
210000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
Small
RACE
SIZE
0
Male
AGE
GENDER

DEITY
3'4"
44 lbs
HEIGHT
WEIGHT
EYES
HAIR

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

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 with 3 main sections: HP (Hit Points), AC (Armor Class), and SPEED. HP shows 93 hit points. AC shows 12 armor class. SPEED shows Walk 20'.

Table for INITIATIVE and BASE ATTACK. INITIATIVE shows a total of +1. BASE ATTACK shows a total of +9/+4.

Table for SAVING THROWS. Rows include FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom) with their respective bonuses and modifiers.

Table for MELEE, RANGED, and GRAPPLE attacks. Each row shows the total attack bonus and the breakdown of modifiers (Base Attack Bonus, Stat Modifier, Size Modifier, Misc Modifier, Temp Modifier).

Table for UNARMED attack. Shows a total attack bonus of +12/+7, damage of 1d2+2, and critical hit range of 20/x2.

Table for ARMOR. Columns include TYPE, AC, MAXDEX, CHECK, and SPELL FAILURE.

Table for EQUIPMENT. Columns include ITEM, LOCATION, QTY, WT, and COST. Shows an Outfit (Explorer's) equipped.

Table showing TOTAL WEIGHT CARRIED/VALUE as 0.0 lbs / 0.0 gp.

Table for WEIGHT ALLOWANCE. Columns include Light, Medium, Heavy weights and their corresponding lift off ground and push/drag values.

Table for FEATS. Lists various feats like Craft Rod, Improved Unarmed Strike, Lightning Reflexes, Scribe Scroll, Simple Weapon Proficiency, Skill Focus (Knowledge (Nobility and Royalty)), and Track, each with a 'See Text' reference.

Table for SKILLS. Columns include Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Craft (Alchemy), Craft (Blacksmithing), Craft (Bowmaking), Craft (Stonemasonry), Knowledge (Arcana), Knowledge (Geography), Knowledge (Local), Knowledge (Nobility and Royalty), Perform (Percussion Instruments), Profession (Miner), Sense Motive, and Spot.

Table for SPECIAL ABILITIES. Lists abilities such as +1 racial bonus on attack rolls against kobolds and goblinoids, +2 racial bonus on saving throws against illusions, +4 Dodge bonus to Armor Class against monsters of the giant type, Speak with Animals, and Summon Familiar.

Table for PROFICIENCIES. Lists various weapons and armor proficiencies including Club, Crossbow (Heavy), Crossbow (Light), Dagger, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, and various spells.

Table for LANGUAGES. Lists Common, Dwarven, Elven, Gnome, Goblin, and Orc languages.

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10-ft-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									

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	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 22 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (50 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 11 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Cone-shaped emanation 11 rounds [D]	Close (50 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 11 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 110 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 11 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> 11 cu. ft. of contaminated food and water 110 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 11 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	<i>Target:</i> 11 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 (50 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 11 round	Close (50 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 110 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 11 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 11 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 11 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 11 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 11 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 11 minutes	Medium (210 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	<i>Target:</i> 11 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 (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
* =Domain/Speciality Spell									

Adept Spells

■■■■■	Bear's Endurance	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 11 minutes.				<i>Target:</i> Creature touched				
■■■■■	Bull's Strength	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 11 minutes.				<i>Target:</i> Creature touched				
■■■■■	Cat's Grace	17	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Dex for 11 minutes.				<i>Target:</i> Creature touched				
■■■■■	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
■■■■■	Darkness	17	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
	<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
■■■■■	Delay Poison	17	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 11 hours.				<i>Target:</i> Creature touched				
■■■■■	Invisibility	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
	<i>Effect:</i> Subject is invisible for 11 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1100 lbs				
■■■■■	Mirror Image	18	None	1 standard action	11 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	110 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 (50 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	110 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	110 minutes [D]	Medium (210 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+11 damage				<i>Target:</i> Creature touched				
■■■■■	Daylight	18	None	1 standard action	110 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	11 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 11d6 damage.				<i>Target:</i> 120-ft. line				
■■■■■	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	110 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 11 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	110 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell