

Buri Male Human War5Adp11

NAME

War5 Adp11

CLASS

130000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	12	+1	12	+1
CON Constitution	13	+1	13	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	20	+5	20	+5
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+10

=

+7

+

+1

+

+0

+

+2

+

conditional modifiers

TOTAL

+5

=

+4

+

+1

+

+0

+

+0

+

conditional modifiers

TOTAL

+13

=

+8

+

+5

+

+0

+

+0

+

conditional modifiers

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+12/+7	=	+10/+5	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+11/+6	=	+10/+5	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+12/+7	=	+10/+5	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+2	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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS

Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Brew Potion	See Text
Craft Wondrous Item	See Text
Great Fortitude	See Text
Improved Unarmed Strike	See Text
Shield Proficiency	See Text
Still Spell	See Text
Toughness (1x)	See Text
Tower Shield Proficiency	See Text
Weapon Focus (Rapier)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

169 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

hit points

80

WOUNDS/CURRENT HP

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

0

MISS CHANCE

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

DEITY

5'5"

HEIGHT

169 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SKILLS

MAX RANKS

19/9.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	8	=	2	+ 6.5 +
Concentration	CON	14	=	1	+ 13.0 +
Craft (Alchemy)	INT	10	=	4	+ 6.0 +
Craft (Carpentry)	INT	14	=	4	+ 10.0 +
Craft (Weaponsmithing)	INT	15	=	4	+ 11.0 +
Decipher Script	INT	9	=	4	+ 5.5 +
Handle Animal	CHA	13	=	1	+ 12.0 +
Heal	WIS	14	=	5	+ 9.0 +
Intimidate	CHA	4	=	1	+ 3.5 +
Jump	STR	8	=	2	+ 6.0 +
Open Lock	DEX	3	=	1	+ 2.0 +
Perform (Wind Instruments)	CHA	5	=	1	+ 4.0 +
Profession (Miner)	WIS	19	=	5	+ 14.0 +
Ride	DEX	8	=	1	+ 5.0 + 2
Swim	STR	9	=	2	+ 7.0 +

✓ : can be used untrained. ✕ : exclusive skills

SPECIAL ABILITIES

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

Auran, Celestial, Common, Infernal, 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	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.	15	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	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 with 5 or fewer HD 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	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]
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 11 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 11 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 11 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 11 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 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 110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□□ Delay Poison <i>Effect:</i> Stops poison from harming subject for 11 hours.	17	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Object touched 11 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	11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
<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	17	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