

Jamila Female Human
Exp10Adp10

NAME
Exp10 Adp10
CLASS
20
TCL
180000
EXPERIENCE
210000
NEXT LEVEL

NPC

PLAYERNAME
Human
Medium
5'0"
113 lbs
Normal
VISION
0
POINTS

Neutral Evil

ALIGNMENT
Normal
VISION
0
POINTS

ABILITY NAME
STR 13 +1 13 +1
DEX 20 +5 20 +5
CON 14 +2 14 +2
INT 16 +3 16 +3
WIS 20 +5 20 +5
CHA 15 +2 15 +2

HP 118
AC 15
INITIATIVE +5
BASE ATTACK +12/+7/+2

SAVING THROWS
FORTITUDE +8
REFLEX +11
WILLPOWER +19

MELEE +13/+8/+3
RANGED +17/+12/+7
GRAPPLE +13/+8/+3

UNARMED
TOTAL ATTACK BONUS +13/+8/+3
DAMAGE 1d3+1
CRITICAL 20/x2

ARMOR

EQUIPMENT
Outfit (Explorer's)
TOTAL WEIGHT CARRIED/VALUE 0.0 lbs 0.0 gp

WEIGHT ALLOWANCE
Light 50.0
Medium 100.0
Heavy 150.0

FEATS
Armor Proficiency (Light) See Text
Enlarge Spell See Text
Skill Focus (Hide, Use Rope, Knowledge (Architecture and Engineering), Spellcraft) See Text
Spell Focus (Necromancy) See Text
Spell Penetration See Text
Track See Text

SKILLS
Craft (Armorsmithing) INT 12 = 3 + 9.0 +
Craft (Stonemasonry) INT 7 = 3 + 4.0 +
Heal WIS 25 = 5 + 20.0 +
Hide DEX 18 = 5 + 13.0 +
Intimidate CHA 8 = 2 + 6.0 +
Knowledge (Arcana) INT 13 = 3 + 10.0 +
Knowledge (Architecture and Engineering) INT 16 = 3 + 13.0 +
Perform (Keyboard Instruments) CHA 15 = 2 + 13.0 +
Profession (Hunter) WIS 18 = 5 + 13.0 +
Search INT 8 = 3 + 5.5 +
Sleight of Hand DEX 15 = 5 + 10.5 +
Spellcraft INT 20 = 3 + 15.0 + 2
Spot WIS 19 = 5 + 14.0 +
Use Rope DEX 15 = 5 + 10.0 +

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsp...
Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES
Celestial, Common, Gnome

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	3	2	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 20 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 10 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 10 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 10 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 100 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 10 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> Reads scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> 10 cu. ft. of contaminated food and water 100 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 10 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.	17	None	1 standard action	10 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.	17	Will negates	1 standard action	<i>Target:</i> One living creature 10 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 100 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 10 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 10 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 10 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 10 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 10 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	17	Will negates	1 round	10 minutes	Medium (200 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.	18	None	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	18	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 10 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 10 minutes	Touch	V, S, DF	Yes	Transmutation
Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 10 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 10 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 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 100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Delay Poison <i>Effect:</i> Stops poison from harming subject for 10 hours.	17	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Object touched 10 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	10 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 10 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1000 lbs				
□□□□□ Mirror Image	17	None	1 standard action	10 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	100 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	100 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	100 minutes [D]	Medium (200 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+10 damage				<i>Target:</i> Creature touched				
□□□□□ Daylight	18	None	1 standard action	100 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	10 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 10d6 damage.				<i>Target:</i> 120-ft. line				
□□□□□ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	100 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 10 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	100 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell