

Quarios Male Elf Com12Adp8

NAME

Com12 Adp8

188000

CLASS

EXPERIENCE

20

210000

TCL

NEXT LEVEL

| | | | | |
|---------------------|---------------|------------------|------------|---------------|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
| STR Strength | 20 | +5 | 20 | +5 |
| DEX Dexterity | 17 | +3 | 17 | +3 |
| CON Constitution | 10 | +0 | 10 | +0 |
| INT Intelligence | 12 | +1 | 12 | +1 |
| WIS Wisdom | 21 | +5 | 21 | +5 |
| CHA Charisma | 12 | +1 | 12 | +1 |

| | | | | | | | |
|-----------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
| FORTITUDE (constitution) | +6 | = +6 | + +0 | + +0 | + +0 | + | |
| REFLEX (dexterity) | +9 | = +6 | + +3 | + +0 | + +0 | + | |
| WILLPOWER (wisdom) | +15 | = +10 | + +5 | + +0 | + +0 | + | |

| | | | | | | |
|-------------------------|-------------------|---------------|---------------|---------------|---------------|---|
| TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER | |
| MELEE attack bonus | +15/+10 | = +10/+5 | + +5 | + +0 | + +0 | + |
| RANGED attack bonus | +13/+8 | = +10/+5 | + +3 | + +0 | + +0 | + |
| GRAPPLE attack bonus | +15/+10 | = +10/+5 | + +5 | + +0 | + +0 | + |

| | | | |
|---------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | +15/+10 | 1d3+5 | 20/x2 |

| | | | | | |
|-------|------|----|--------|-------|---------------|
| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-------|------|----|--------|-------|---------------|

| 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 | 133.0 | Medium | 266.0 | Heavy | 400.0 |
| Lift over head | 400.0 | Lift off ground | 800.0 | Push / Drag | 2000.0 |

| FEATS | |
|---|----------|
| Alertness | See Text |
| Combat Casting | See Text |
| Maximize Spell | See Text |
| Run | See Text |
| Simple Weapon Proficiency | See Text |
| Skill Focus (Craft (Carpentry), Profession (Miner)) | See Text |

NPC

PLAYERNAME

Elf

Medium

5'0"

127 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

| | | | | | | | | | | |
|-------------------|----|-------------------|-------|------|----------------|--------------|---------------|------------------|------------------------|---------------|
| HP hit points | 57 | WOUNDS/CURRENT HP | | | SUBDUAL DAMAGE | | | DAMAGE REDUCTION | | |
| AC armor class | 13 | : 10 | : 13 | = 10 | + 0 | + 0 | + 3 | + 0 | + 0 | + 0 |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR MODIFIER | MISC MODIFIER |

| | | | |
|------------------------|--------|--------------|---------------|
| INITIATIVE modifier | +3 | = +3 | + +0 |
| TOTAL | | DEX MODIFIER | MISC MODIFIER |
| BASE ATTACK bonus | +10/+5 | | |

DEITY

5'0"

127 lbs

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

| | | | | | | | | | | |
|-------------------|----|-------------------|-------|------|----------------|--------------|---------------|------------------|------------------------|---------------|
| HP hit points | 57 | WOUNDS/CURRENT HP | | | SUBDUAL DAMAGE | | | DAMAGE REDUCTION | | |
| AC armor class | 13 | : 10 | : 13 | = 10 | + 0 | + 0 | + 3 | + 0 | + 0 | + 0 |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR MODIFIER | MISC MODIFIER |

| SKILLS | | MAX RANKS | | 23/11.5 | |
|---|-------------|----------------|------------------|---------|---------------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| Craft (Armorsmithing) | INT | 7 | = 1 | + 6.0 | + |
| Craft (Bowmaking) | INT | 17 | = 1 | + 16.0 | + |
| Craft (Carpentry) | INT | 12 | = 1 | + 11.0 | + |
| Craft (Pottery) | INT | 10 | = 1 | + 9.0 | + |
| Craft (Weaponsmithing) | INT | 11 | = 1 | + 10.0 | + |
| Profession (Miner) | WIS | 22 | = 5 | + 17.0 | + |
| ✓ : can be used untrained. ✗ : exclusive skills | | | | | |

| SPECIAL ABILITIES | |
|---|--|
| +2 racial saving throw bonus against enchantment spells or effects. | |
| +4 to Concentration to use spll or spelllike ability | |
| An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. | |
| Immunity to magic sleep effects. | |
| Summon Familiar | |

| PROFICIENCIES | |
|---|--|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike | |

| LANGUAGES | |
|----------------------|--|
| Common, Elven, Gnoll | |

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 | 1 | 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 16 gallons of pure water. | 15 | None | 1 standard action | Instantaneous | Close (45 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 | Concentration, up to 8 minutes [D] <i>Target:</i> Cone-shaped emanation | 60 ft. | V, S | No | Divination |
| □□□□ Ghost Sound <i>Effect:</i> Figment sounds. | 15 | Will disbelief (if interacted with) | 1 standard action | 8 rounds [D] <i>Target:</i> Illusory sounds | Close (45 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 | 8 minute or until discharged <i>Target:</i> Creature touched | Touch | V, S | Yes | Divination |
| □□□□ Light <i>Effect:</i> Object shines like a torch. | 15 | None | 1 standard action | 80 minutes [D] <i>Target:</i> Object touched | 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 | 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 8 cu. ft. of food or water. | 15 | Will negates (object) | 1 standard action | Instantaneous <i>Target:</i> 8 cu. ft. of contaminated food and water | 10 ft. | V, S | Yes (object) | Transmutation |
| □□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 15 | None | 1 standard action | 80 minutes <i>Target:</i> You | Personal | V, S, F | No | Divination |
| □□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. | 15 | Fortitude negates | 1 standard action | 8 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. | 16 | None | 1 standard action | 8 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> 5d4 fire damage | 16 | 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. | 16 | Will partial | 1 standard action | 1d4 rounds or 1 round; see text <i>Target:</i> One living creature with 5 or fewer HD | Close (45 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 | 8 round <i>Target:</i> One living creature | Close (45 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 | 80 minutes <i>Target:</i> You | 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 | 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. | 16 | 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. | 16 | 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. | 16 | 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. | 16 | 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. | 16 | 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. | 16 | None | 1 standard action | 8 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. | 16 | Will negates (harmless) | 1 standard action | 8 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. | 16 | Will negates (harmless) | 1 standard action | 8 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. | 16 | Will negates (harmless) | 1 standard action | 8 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. | 16 | Will negates (harmless) | 1 standard action | 8 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. | 16 | Will negates | 1 round | 8 minutes <i>Target:</i> One or more living creatures within a 10-ft.-radius burst | Medium (180 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+8 temporary hp. | 17 | None | 1 standard action | 8 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. | 17 | Will negates; see text | 1 standard action | Concentration <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 | Close (45 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting, Sonic] |
| □□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 8 minutes. | 17 | Will negates (harmless) | 1 standard action | 8 minutes <i>Target:</i> Creature touched | Touch | V, S, DF | Yes | Transmutation |
| □□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 8 minutes. | 17 | Will negates (harmless) | 1 standard action | 8 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 8 minutes. | 17 | Will negates (harmless) | 1 standard action | 8 minutes <i>Target:</i> Creature touched | Touch | V, S, M | Yes | Transmutation |
| □□□□ Cure Moderate Wounds <i>Effect:</i> Cures 2d8+8 damage | 17 | 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. | 17 | None | 1 standard action | 80 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 8 hours. | 17 | Fortitude negates (harmless) | 1 standard action | 8 hours <i>Target:</i> Creature touched | 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 | 8 minutes [D] | Personal or touch | V, S, M/DF | Yes (harmless) or Yes Illusion (Glamour) (harmless, object) | |
| <i>Effect:</i> Subject is invisible for 8 minutes or until it attacks. | | | | <i>Target:</i> You or a creature or object weighing no more than 800 lbs | | | | |
| □□□□□ Mirror Image | 17 | None | 1 standard action | 8 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 | 80 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 (45 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 | 80 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 | 80 minutes [D] | Medium (180 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+8 damage | | | | <i>Target:</i> Creature touched | | | | |
| □□□□□ Daylight | 18 | None | 1 standard action | 80 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 | 8 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 8d6 damage. | | | | <i>Target:</i> 120-ft. line | | | | |
| □□□□□ Neutralize Poison | 18 | Will negates (harmless, object) | 1 standard action | 80 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 8 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 | 80 minutes | Touch | V, M/DF | No | Divination |
| <i>Effect:</i> Speak any language. | | | | <i>Target:</i> Creature touched | | | | |

* =Domain/Specialty Spell