

Ielequilia Female Elf
Adp12Nob8

NAME
Adp12 Ari8
CLASS
20
TCL
188000
EXPERIENCE
210000
NEXT LEVEL

NPC

PLAYERNAME
Elf
Medium
5'2"
116 lbs
RACE
SIZE
HEIGHT
WEIGHT
0
Female
AGE
GENDER

Neutral Evil

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

Table with 5 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 for HP, AC, and Initiative. HP: 125 hit points. AC: 15 armor class. Initiative: +5 modifier.

Table for Base Attack. Base Attack Bonus: +12/+7/+2.

Table for Subdual Damage, Damage Reduction, and Speed. Subdual Damage: 0. Damage Reduction: 0. Speed: Walk 30'.

Table for Skills. Columns: Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc Modifier. Skills include Craft (Leatherworking), Craft (Trapmaking), Handle Animal, Knowledge (Local), Perform (Dance), Perform (Oratory), Ride, Speak Language, and Swim.

Table for Saving Throws. Columns: Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, Temp Modifier. Saves include Fortitude (+8), Reflex (+13), and Willpower (+15).

Table for Combat Bonuses. Columns: Total, Base Attack Bonus, Stat Modifier, Size Modifier, Misc Modifier, Temp Modifier. Bonuses include Melee (+13/+8/+3), Ranged (+17/+12/+7), and Grapple (+13/+8/+3).

Table for Unarmed. Columns: Total Attack Bonus, Damage, Critical. Unarmed: +13/+8/+3, 1d3+1, 20/x2.

Table for Armor. Columns: Type, AC, Max Dex, Check, Spell Failure.

Table for Equipment. Columns: Item, Location, Qty, Wt, Cost. Item: Outfit (Explorer's), Location: Equipped, Qty: 1, Wt: 8.0, Cost: 0.0.

Table for Weight Allowance. Columns: Light, Medium, Heavy. Light: 43.0, Medium: 86.0, Heavy: 130.0.

Table for Feats. Columns: Feat Name, See Text. Feats include Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Enlarge Spell, Leadership, Lightning Reflexes, Scribe Scroll, Shield Proficiency, Skill Focus (Ride), Spell Penetration, Still Spell, and Tower Shield Proficiency.

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.
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

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, Draconic, Elven, Gnoll, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan

# 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	4	3	2	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Create Water</b> <i>Effect:</i> Creates 24 gallons of pure water.	11	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Water]
<b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	11	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	11	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Cone-shaped emanation 12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
<b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	11	Will negates (harmless)	1 standard action	<i>Target:</i> Illusory sounds 12 minute or until discharged	Touch	V, S	Yes	Divination
<b>Light</b> <i>Effect:</i> Object shines like a torch.	11	None	1 standard action	<i>Target:</i> Creature touched 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	11	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<b>Purify Food and Drink</b> <i>Effect:</i> Purifies 12 cu. ft. of food or water.	11	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	11	None	1 standard action	<i>Target:</i> 12 cu. ft. of contaminated food and water 120 minutes	Personal	V, S, F	No	Divination
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	11	Fortitude negates	1 standard action	<i>Target:</i> You 12 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	12	None	1 standard action	12 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Burning Hands</b> <i>Effect:</i> 5d4 fire damage	12	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]
<b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	12	Will partial	1 standard action	<i>Target:</i> Cone-shaped burst 1d4 rounds or 1 round; see text	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	12	Will negates	1 standard action	<i>Target:</i> One living creature 12 round	Close (55 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	12	None	1 standard action	<i>Target:</i> One living creature 120 minutes	Personal	V, S, M/DF	No	Divination
<b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	12	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	12	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	12	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	12	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	12	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	12	None	1 standard action	<i>Target:</i> Creature touched 12 minutes	20 ft.	V, S	No	Conjuration (Creation)
<b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<b>Protection from Evil</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<b>Protection from Good</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<b>Protection from Law</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	12	Will negates	1 round	<i>Target:</i> Creature touched 12 minutes	Medium (220 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Aid</b> <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.	13	None	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	13	Will negates; see text	1 standard action	<i>Target:</i> Living creature touched Concentration	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 12 minutes.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 12 minutes	Touch	V, S, DF	Yes	Transmutation
<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 12 minutes.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 12 minutes	Touch	V, S, M	Yes	Transmutation
<b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+10 damage	13	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Darkness</b> <i>Effect:</i> 20-ft. radius of supernatural shadow.	13	None	1 standard action	<i>Target:</i> Creature touched 120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 12 hours.	13	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Object touched 12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)

\* = Domain/Specialty Spell

## Adept Spells

□□□□□ Invisibility	13	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 12 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1200 lbs				
□□□□□ Mirror Image	13	None	1 standard action	12 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	13	Fortitude negates (harmless)	1 standard action	120 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	13	None	1 standard action	Instantaneous	Close (55 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	13	None	1 standard action	120 minutes [D]	Personal	V, S, M	No	Divination
<i>Effect:</i> Reveals invisible creatures or objects.				<i>Target:</i> You				
□□□□□ Web	13	Reflex negates; see text	1 standard action	120 minutes [D]	Medium (220 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	14	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	14	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	14	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	14	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	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+12 damage				<i>Target:</i> Creature touched				
□□□□□ Daylight	14	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□ Deeper Darkness	14	None	1 standard action	12 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	14	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 12d6 damage.				<i>Target:</i> 120-ft. line				
□□□□□ Neutralize Poison	14	Will negates (harmless, object)	1 standard action	120 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 12 cu. ft. touched				
□□□□□ Remove Curse	14	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	14	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	14	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell