

Thurid Female Human
Nob1Adp6

NAME
Ari1 Adp6
CLASS
30000
EXPERIENCE
7
28000
NEXT LEVEL
TCL

NPC

PLAYERNAME
Human
Medium
5'0"
134 lbs
RACE
SIZE
HEIGHT
WEIGHT
0
Female
AGE
GENDER
EYES
HAIR
POINTS

Lawful Neutral
ALIGNMENT
Normal
VISION
0
POINTS

ABILITY NAME
STR 12 +1 12 +1
DEX 12 +1 12 +1
CON 12 +1 12 +1
INT 14 +2 14 +2
WIS 19 +4 19 +4
CHA 18 +4 18 +4

HP 33
AC 11
INITIATIVE +1
BASE ATTACK +3
WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED Walk 30'

SAVING THROWS
FORTITUDE +3 = +2 + +1 + +0 + +0 +
REFLEX +3 = +2 + +1 + +0 + +0 +
WILLPOWER +11 = +7 + +4 + +0 + +0 +

MELEE +4 = +3 + +1 + +0 + +0 +
RANGED +4 = +3 + +1 + +0 + +0 +
GRAPPLE +4 = +3 + +1 + +0 + +0 +

UNARMED TOTAL ATTACK BONUS +4 DAMAGE 1d3+1 CRITICAL 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 43.0 Medium 86.0 Heavy 130.0
Lift over head 130.0 Lift off ground 260.0 Push / Drag 650.0

FEATS
Alertness See Text
Armor Proficiency (Heavy) See Text
Armor Proficiency (Light) See Text
Armor Proficiency (Medium) See Text
Leadership See Text
Shield Proficiency See Text
Skill Focus (Perform (Keyboard Instruments)) See Text
Still Spell See Text
Tower Shield Proficiency See Text

SKILLS
Craft (Painting) INT 6 = 2 + 4.0 +
Diplomacy CHA 8 = 4 + 4.0 +
Gather Information CHA 8 = 4 + 4.5 +
Handle Animal CHA 11 = 4 + 7.0 +
Knowledge (Dungeoneering) INT 11 = 2 + 9.0 +
Knowledge (Nature) INT 11 = 2 + 9.0 +
Knowledge (Religion) INT 11 = 2 + 9.0 +
Perform (Comedy) CHA 10 = 4 + 3.5 + 3
Perform (Keyboard Instruments) CHA 8 = 4 + 4.0 +

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

Aquan, Common, Ignan

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 | 3 | 2 | 0 | 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 12 gallons of pure water. | 14 | None | 1 standard action | Instantaneous | Close (40 Feet) | V, S | No | Conjuration (Creation) [Water] |
| Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage. | 14 | 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. | 14 | None | 1 standard action | Concentration, up to 6 minutes [D] | 60 ft. | V, S | No | Divination |
| Ghost Sound <i>Effect:</i> Figment sounds. | 14 | Will disbelief (if interacted with) | 1 standard action | 6 rounds [D] | Close (40 Feet) | V, S, M | No | Illusion (Figment) |
| Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check. | 14 | Will negates (harmless) | 1 standard action | 6 minute or until discharged | Touch | V, S | Yes | Divination |
| Light <i>Effect:</i> Object shines like a torch. | 14 | None | 1 standard action | 60 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
| Mending <i>Effect:</i> Makes minor repairs on an object. | 14 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation |
| Purify Food and Drink <i>Effect:</i> Purifies 6 cu. ft of food or water. | 14 | Will negates (object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (object) | Transmutation |
| Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 14 | None | 1 standard action | 60 minutes | Personal | V, S, F | No | Divination |
| Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. | 14 | Fortitude negates | 1 standard action | 6 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. | 15 | None | 1 standard action | 6 minutes | 50 ft. | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] |
| Burning Hands <i>Effect:</i> 5d4 fire damage | 15 | Reflex half | 1 standard action | Instantaneous | 15 ft. | V, S | Yes | Evocation [Fire] |
| Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. | 15 | Will partial | 1 standard action | 1d4 rounds or 1 round; see text | Close (40 Feet) | V, S | Yes | Necromancy [Fear, Mind-Affecting] |
| Command <i>Effect:</i> One subject obeys selected command for 1 round. | 15 | Will negates | 1 standard action | 6 round | Close (40 Feet) | V | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] |
| Comprehend Languages <i>Effect:</i> You understand all spoken and written languages. | 15 | None | 1 standard action | 60 minutes | Personal | V, S, M/DF | No | Divination |
| Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage | 15 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | 15 | None | 1 standard action | 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. | 15 | None | 1 standard action | 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. | 15 | None | 1 standard action | 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. | 15 | None | 1 standard action | 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. | 15 | Will negates (harmless) | 1 standard action | 24 hours | Touch | V, S | Yes (harmless) | Abjuration |
| Obscuring Mist <i>Effect:</i> Fog surrounds you. | 15 | None | 1 standard action | 6 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. | 15 | Will negates (harmless) | 1 standard action | Concentration, up to 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. | 15 | Will negates (harmless) | 1 standard action | 6 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. | 15 | Will negates (harmless) | 1 standard action | 6 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. | 15 | Will negates (harmless) | 1 standard action | 6 minutes [D] | Touch | V, S, M/DF | No; see text | Abjuration [Chaotic] |
| Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber. | 15 | Will negates | 1 round | 6 minutes | Medium (160 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+6 temporary hp. | 16 | None | 1 standard action | 6 minutes | Touch | V, S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] |
| Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals. | 16 | Will negates; see text | 1 standard action | Concentration | Close (40 Feet) | V, S | Yes | Enchantment (Compulsion) [Mind-Affecting, Sonic] |
| Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 6 minutes. | 16 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, DF | Yes | Transmutation |
| Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 6 minutes. | 16 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation |
| Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 6 minutes. | 16 | Will negates (harmless) | 1 standard action | 6 minutes | Touch | V, S, M | Yes | Transmutation |
| Cure Moderate Wounds <i>Effect:</i> Cures 2d8+6 damage | 16 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow. | 16 | None | 1 standard action | 60 minutes [D] | Touch | V, M/DF | No | Evocation [Darkness] |
| Delay Poison <i>Effect:</i> Stops poison from harming subject for 6 hours. | 16 | Fortitude negates (harmless) | 1 standard action | 6 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |

* =Domain/Specialty Spell

Adept Spells

| | | | | | | | | |
|--|----|--|-------------------|---|--------------------|------------|--|------------------------|
| □□□□□ Invisibility | 16 | Will negates (harmless) or Will negates (harmless, object) | 1 standard action | 6 minutes [D] | Personal or touch | V, S, M/DF | Yes (harmless) or Yes (harmless, object) | Illusion (Glamour) |
| Effect: Subject is invisible for 6 minutes or until it attacks. | | | | Target: You or a creature or object weighing no more than 600 lbs | | | | |
| □□□□□ Mirror Image | 16 | None | 1 standard action | 6 minutes [D] | Personal; see text | V, S | No | Illusion (Figment) |
| Effect: Creates decoy duplicates of you 8. | | | | Target: You | | | | |
| □□□□□ Resist Energy | 16 | Fortitude negates (harmless) | 1 standard action | 60 minutes | Touch | V, S, DF | Yes (harmless) | Abjuration |
| Effect: Ignores first 10 [or more] points of damage/attack from specified energy type. | | | | Target: Creature touched | | | | |
| □□□□□ Scorching Ray | 16 | None | 1 standard action | Instantaneous | Close (40 Feet) | V, S | Yes | Evocation [Fire] |
| Effect: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3]. | | | | Target: One or more rays | | | | |
| □□□□□ See Invisibility | 16 | None | 1 standard action | 60 minutes [D] | Personal | V, S, M | No | Divination |
| Effect: Reveals invisible creatures or objects. | | | | Target: You | | | | |
| □□□□□ Web | 16 | Reflex negates; see text | 1 standard action | 60 minutes [D] | Medium (160 Feet) | V, S, M | No | Conjuration (Creation) |
| Effect: Fills 20-ft.-radius spread with sticky spiderwebs. | | | | Target: Webs in a 20-ft.-radius spread | | | | |
| * =Domain/Speciality Spell | | | | | | | | |