

# Joey Male Halfling Adp6Exp9

# NPC

NAME	PLAYERNAME	DEITY	ALIGNMENT
Adp6 Exp9	Halfling	2'11"	Neutral Good
CLASS	RACE	HEIGHT	Normal
15	Small	33 lbs	VISION
TCL	AGE	EYES	POINTS
120000	0		0
EXPERIENCE	GENDER	HAIR	
120000	Male		
NEXT LEVEL			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	10	+0	10	+0
<b>DEX</b> Dexterity	21	+5	21	+5
<b>CON</b> Constitution	15	+2	15	+2
<b>INT</b> Intelligence	18	+4	18	+4
<b>WIS</b> Wisdom	18	+4	18	+4
<b>CHA</b> Charisma	15	+2	15	+2

<b>HP</b> hit points	85	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
<b>AC</b> armor class	16	11	16	10	0	0	5	1	0	0	Walk 20'
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

<b>INITIATIVE</b> modifier	+5	+5	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+9/+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8	+5	+2	+0	+1		
<b>REFLEX</b> (dexterity)	+11	+5	+5	+0	+1		
<b>WILLPOWER</b> (wisdom)	+16	+11	+4	+0	+1		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+10/+5	+9/+4	+0	+1	+0	
<b>RANGED</b> attack bonus	+15/+10	+9/+4	+5	+1	+0	
<b>GRAPPLE</b> attack bonus	+10/+5	+9/+4	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d2	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	Medium	Heavy		
	25.0	50.0	75.0		
	Lift over head	Lift off ground	Push / Drag		
	75.0	150.0	375.0		

FEATS	
Armor Proficiency (Light)	See Text
Combat Casting	See Text
Combat Expertise	See Text
Skill Focus (Craft (Alchemy), Knowledge (Architecture and Engineering))	See Text
Spell Focus (Evocation)	See Text
Still Spell	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Climb	STR	2	= 0	+ 0.5	+ 2
Craft (Alchemy)	INT	14	= 4	+ 7.0	+ 3
Craft (Blacksmithing)	INT	8	= 4	+ 4.0	
Craft (Carpentry)	INT	9	= 4	+ 5.5	
Craft (Sculpting)	INT	13	= 4	+ 9.0	
Craft (Stonemasonry)	INT	9	= 4	+ 5.0	
✓ Diplomacy	CHA	15	= 2	+ 11.0	+ 2
Handle Animal	CHA	3	= 2	+ 1.0	
Knowledge (Arcana)	INT	8	= 4	+ 4.5	
Knowledge (Architecture and Engineering)	INT	12	= 4	+ 8.0	
Knowledge (Geography)	INT	9	= 4	+ 5.0	
Knowledge (Local)	INT	11	= 4	+ 7.5	
Knowledge (Nobility and Royalty)	INT	13	= 4	+ 9.0	
Knowledge (Religion)	INT	11	= 4	+ 7.5	
Knowledge (The Planes)	INT	11	= 4	+ 7.0	
Perform (Sing)	CHA	11	= 2	+ 9.0	
Perform (String Instruments)	CHA	14	= 2	+ 12.0	
Profession (Hunter)	WIS	8	= 4	+ 4.0	
✓ Search	INT	5	= 4	+ 1.0	
Speak Language		12	= 0	+ 12.0	

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
+4 to Concentration to use spll or spelllike ability	
Summon Familiar	

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

LANGUAGES	
Abyssal, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon	

# 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
<b>□□□□ Create Water</b> <i>Effect:</i> Creates 12 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
<b>□□□□ Cure Minor Wounds</b> <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)
<b>□□□□ Detect Magic</b> <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
<b>□□□□ Ghost Sound</b> <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)
<b>□□□□ Guidance</b> <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
<b>□□□□ Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<b>□□□□ Mending</b> <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
<b>□□□□ Purify Food and Drink</b> <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
<b>□□□□ Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<b>□□□□ Touch of Fatigue</b> <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
<b>□□□□ Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	16	None	1 standard action	6 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>□□□□ Burning Hands</b> <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	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.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<b>□□□□ Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	6 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<b>□□□□ Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	60 minutes	Personal	V, S, M/DF	No	Divination
<b>□□□□ Cure Light Wounds</b> <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)
<b>□□□□ Detect Chaos</b> <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
<b>□□□□ Detect Evil</b> <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
<b>□□□□ Detect Good</b> <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
<b>□□□□ Detect Law</b> <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
<b>□□□□ Endure Elements</b> <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
<b>□□□□ Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	6 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.	15	Will negates (harmless)	1 standard action	6 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.	15	Will negates (harmless)	1 standard action	6 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.	15	Will negates (harmless)	1 standard action	6 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.	15	Will negates (harmless)	1 standard action	6 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.	16	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
<b>□□□□ Aid</b> <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+6 temporary hp.	17	None	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>□□□□ Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	17	Will negates; see text	1 standard action	Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<b>□□□□ Bear's Endurance</b> <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
<b>□□□□ Bull's Strength</b> <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
<b>□□□□ Cat's Grace</b> <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
<b>□□□□ Cure Moderate Wounds</b> <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)
<b>□□□□ Darkness</b> <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<b>□□□□ Delay Poison</b> <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 (Glamer)
<i>Effect:</i> Subject is invisible for 6 minutes or until it attacks.					<i>Target:</i> 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)
<i>Effect:</i> Creates decoy duplicates of you 8.					<i>Target:</i> You				
□□□□□	Resist Energy	16	Fortitude negates (harmless)	1 standard action	60 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	16	None	1 standard action	Instantaneous	Close (40 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	16	None	1 standard action	60 minutes [D]	Personal	V, S, M	No	Divination
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You				
□□□□□	Web	16	Reflex negates; see text	1 standard action	60 minutes [D]	Medium (160 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				

\* =Domain/Speciality Spell