

## NPC

True Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SKILLS		MAX RANKS 19/9.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	8	= 2	+ 6.0	+
Craft (Painting)	INT	9	= 2	+ 7.5	+
Craft (Sculpting)	INT	16	= 2	+ 14.0	+
Craft (Woodworking)	INT	7	= 2	+ 5.5	+
Handle Animal	CHA	10	= 2	+ 8.0	+
✓ Hide	DEX	20	= 6	+ 14.0	+
Knowledge (Geography)	INT	8	= 2	+ 6.5	+
Knowledge (Nature)	INT	14	= 2	+ 12.0	+
Knowledge (Religion)	INT	16	= 2	+ 14.0	+
Perform (Act)	CHA	2	= 2	+ 0.5	+
Perform (Oratory)	CHA	15	= 2	+ 13.0	+
Profession (Hunter)	WIS	13	= 4	+ 9.0	+
✓ Ride	DEX	9	= 6	+ 1.0	+ 2
Use Magic Device	CHA	7	= 2	+ 5.0	+

= + +

✓ : can be used untrained. X : exclusive skills

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+11/+6	=	+10/+5	+1	+0	+0	
<b>RANGED</b> attack bonus	+16/+11	=	+10/+5	+6	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	=	+10/+5	+1	+0	+0	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	

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

### 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	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortpear, Sickel, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike	

LANGUAGES
Common, Elven, Goblin, 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	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 10 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (35 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 5 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	5 rounds [D]	Close (35 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	5 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	50 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 5 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	50 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	5 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	5 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 (35 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	5 round	Close (35 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	50 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	5 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	5 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	5 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	5 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	5 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	5 minutes	Medium (150 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+5 temporary hp.	17	None	1 standard action	5 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 (35 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes	Transmutation
<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation
<b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+5 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	50 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 5 hours.	16	Fortitude negates (harmless)	1 standard action	5 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	5 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 5 minutes or until it attacks.				Target: You or a creature or object weighing no more than 500 lbs				
□□□□□ Mirror Image	16	None	1 standard action	5 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	50 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 (35 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	50 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	50 minutes [D]	Medium (150 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								