

NAME

Exp4 Adp10

CLASS

14

TCL

102000

EXPERIENCE

105000

NEXT LEVEL

Elf

RACE

Medium

SIZE

Female

GENDER

4'10"

HEIGHT

110 lbs

WEIGHT

HAIR

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME

STR

Strength

ABILITY SCORE

15

ABILITY MODIFIER

+2

TEMP SCORE

15

TEMP MODIFIER

+2

DEX

Dexterity

21

+5

21

+5

CON

Constitution

13

+1

13

+1

INT

Intelligence

18

+4

18

+4

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

12

+1

12

+1

HP

hit points

63

WOUNDS/CURRENT HP

AC

armor class

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

5

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+5

MISC MODIFIER

+0

BASE ATTACK

bonus

+8/+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE

(constitution)

+5

=

+4

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+4

+

+5

+

+0

+

+0

+

WILLPOWER

(wisdom)

+15

=

+11

+

+4

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+10/+5

=

BASE ATTACK BONUS

+8/+3

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED

attack bonus

+13/+8

=

BASE ATTACK BONUS

+8/+3

+

STAT MODIFIER

+5

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

+10/+5

=

BASE ATTACK BONUS

+8/+3

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+10/+5

1d3+2

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

66.0

Medium

133.0

Heavy

200.0

Lift over head

200.0

Lift off ground

400.0

Push / Drag

1000.0

FEATS

Armor Proficiency (Light)

See Text

Combat Expertise

See Text

Leadership

See Text

Power Attack

See Text

Quicken Spell

See Text

Spell Focus (Enchantment)

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Bluff

CHA

6

=

1

+

5.5

+

Craft (Blacksmithing)

INT

14

=

4

+

10.0

+

Craft (Carpentry)

INT

14

=

4

+

10.0

+

Craft (Painting)

INT

13

=

4

+

9.0

+

Craft (Stonemasonry)

INT

14

=

4

+

10.0

+

Craft (Woodworking)

INT

9

=

4

+

5.0

+

Diplomacy

CHA

11

=

1

+

6.5

+

4

Intimidate

CHA

9

=

1

+

6.5

+

2

Knowledge (Religion)

INT

17

=

4

+

13.0

+

Move Silently

DEX

10

=

5

+

5.5

+

Perform (Act)

CHA

4

=

1

+

3.5

+

Perform (Percussion Instruments)

CHA

3

=

1

+

2.5

+

Perform (String Instruments)

CHA

8

=

1

+

7.0

+

Sense Motive

WIS

11

=

4

+

7.0

+

Spellcraft

INT

14

=

4

+

10.0

+

Spot

WIS

12

=

4

+

6.0

+

2

=

+

+

✓ : can be used untrained. X : exclusive skills

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, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Draconic, Elven, Goblin, Orc, Sylvan

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak & Dimrill.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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
□□□□ Create Water <i>Effect:</i> Creates 20 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (50 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	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Cone-shaped emanation 10 rounds [D]	Close (50 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	<i>Target:</i> Illusory sounds 10 minute or until discharged	Touch	V, S	Yes	Divination
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Creature touched 100 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	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 10 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 10 cu. ft. of contaminated food and water 100 minutes	Personal	V, S, F	No	Divination
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	<i>Target:</i> You 10 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.	16	None	1 standard action	10 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	<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]
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	<i>Target:</i> Cone-shaped burst 1d4 rounds or 1 round; see text	Close (50 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	<i>Target:</i> One living creature 10 round	Close (50 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	<i>Target:</i> One living creature 100 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	<i>Target:</i> You 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	<i>Target:</i> Creature touched 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Creature touched 10 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	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 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	<i>Target:</i> Creature touched 10 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	<i>Target:</i> Creature touched 10 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	<i>Target:</i> Creature touched 10 minutes [D]	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	<i>Target:</i> Creature touched 10 minutes	Medium (200 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+10 temporary hp.	17	None	1 standard action	10 minutes	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	<i>Target:</i> Living creature touched Concentration	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 10 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 10 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 10 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 10 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 minutes	Touch	V, S, M	Yes	Transmutation
□□□□ Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	16	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched 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	<i>Target:</i> Creature touched 100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□ Delay Poison <i>Effect:</i> Stops poison from harming subject for 10 hours.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Object touched 10 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	10 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Subject is invisible for 10 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1000 lbs				
□□□□□ Mirror Image	16	None	1 standard action	10 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	100 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 (50 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	100 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	100 minutes [D]	Medium (200 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	17	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	17	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	17	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	17	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	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+10 damage				<i>Target:</i> Creature touched				
□□□□□ Daylight	17	None	1 standard action	100 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□ Deeper Darkness	17	None	1 standard action	10 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	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 10d6 damage.				<i>Target:</i> 120-ft. line				
□□□□□ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	100 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 10 cu. ft. touched				
□□□□□ Remove Curse	17	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	17	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	17	Will negates (harmless)	1 standard action	100 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell