

Etan Niful

LEVEL 1

Human (P)

41

Character Name

Adept (P) 1

Primary Level

Secondary Level

Third Class Level

Total Humanoid (Human) Age

d6 HD 1 XP 0 Male Brown

Type Racial Total Adj. Type Next level: 2,000 xp Gender Eyes

Medium 1 5' 9" 154 lb. Grey

Type Size ECL Adj. Height Weight Hair

5 ft./5 ft. Lawful Neutral Pholtus White

Type Space / Reach Alignment Deity Skin

SPD 30' = 30' + 0' + 0' / 0' / 0' / 0' / 0'

Speeds Land Speed Base Gear Effects Burrow Climb Fly Swim



Adept (P)

Favored Class

STR Strength	8	-1
DEX Dexterity	11	
CON Constitution	13	+1
INT Intelligence	14	+2
WIS Wisdom	16	+3
CHA Charisma	16	+3

FORTITUDE (Constitution)	+1
REFLEX (Dexterity)	
WILL (Wisdom)	+5

BASE Attack	
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MELEE Attack Bonus	-1
RANGED Attack Bonus	

HP Hit Points	7
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AC Armor Class	10
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Touch Armor Class	10
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CMB Bonus	-1
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Flat-Foot Armor Class	10
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INIT Modifier	+0
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Leader Leadership	
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SPD Speeds	30'
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AC Armor Class	10
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Touch Armor Class	10
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CMB Bonus	-1
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Flat-Foot Armor Class	10
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INIT Modifier	+0
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Leader Leadership	
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HP Hit Points	7
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AC Armor Class	10
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Touch Armor Class	10
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CMB Bonus	-1
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Leader Leadership	
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Touch Armor Class	10
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Touch Armor Class	10
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SPD Speeds	30'
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AC Armor Class	10
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Touch Armor Class	10
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CMB Bonus	-1
---------------------	----

Flat-Foot Armor Class	10
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INIT Modifier	+0
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Leader Leadership	
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HERO Points	
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SPELL Resistance	
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POWER Points	
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CMD Defense	9
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ENERGY Resistances	
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Damage Reduction	
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Vision & Senses	
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BASE Attack	
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MELEE Attack Bonus	-1
RANGED Attack Bonus	

FULL ATTACK Two-Handed	Quarterstaff	-1	20	x2	-	Bludgeoning
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FULL ATTACK One-Handed	None					
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FULL ATTACK One-Handed	None					
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FULL ATTACK One-Handed	None					
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FULL ATTACK One-Handed	None					
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FULL ATTACK One-Handed	None					
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FULL ATTACK One-Handed	None					
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FULL ATTACK One-Handed	None					
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SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
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Acrobatics-p		0	DEX	0				
Appraise-p		2	INT	2				
Bluff-p		3	CHA	3				
Climb-p		-1	STR	-1				
Diplomacy-p		7	CHA	3	1	3		
Disable Device-p		-	DEX	0		-2		
Disguise-p		3	CHA	3				
Escape Artist-p		0	DEX	0				
Fly-p		0	DEX	0				
Handle Animal-p		-	CHA	3				
Heal-p		13	WIS	3	4	6		
Intimidate-p		3	CHA	3				
Linguistics-p		-	INT	2				
Perception-p		3	WIS	3				
Ride-p		0	DEX	0				
Sense Motive-p		3	WIS	3				
Sleight of Hand-p		-	DEX	0				
Spellcraft-p		7	INT	2	4	1		
Stealth-p		0	DEX	0				
Survival-p		3	WIS	3				
Swim-p		-1	STR	-1				
Use Magic Device-p		-	CHA	3				
Knowledge: Geography-p		-	INT	2				
Knowledge: History-p		6	INT	2	4			
Knowledge: Local-p		-	INT	2				
Knowledge: Nobility-p		-	INT	2				
Knowledge: Religion-p		6	INT	2	4			
Perform: Oratory-p		4	CHA	3	1			

ARMOR		None	Adj:	Check Adj.:
Light	Max Dex:		Armor Check:	Spell Fail:
Desc:				
Notes:				

SHIELD		None	Adj:	Check Adj.:
Max Dex:		Armor Check:	Spell Fail:	
Desc:				
Notes:				

MAGICAL ITEMS WORN		List:	Magical Rings
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 0%			Adj.:				
Casting Class:	Adept								
Caster Level:	1								
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0	3	13							
1	2	14							
2									
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Inkpen			1			1	4		
Ink			1						
Parchment			3						
Paper			5						
Scroll Case			2	1					
Pouch			2	1					
Sealing Wax			1	1					
Small Steel Mirror			1	1					
Signet Ring			1						
Flask			1	2					
Spell Component Pouch			1	2					
Cleric's Vestments			1	6					
Healer's kit			1	1					
Silver Holy Symbol			1	1					
19.1 lb.		Light				116 gp			

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE		Total Value			
				26.7	53.3	80.0	160.0	400.0	
Selection List:				Light	Medium	Heavy	Lift	Drag	Adj

FEATS		2	=	2	+	0	+
Caretaker Trait	+1 trait bonus on Heal checks, and Heal is always a class skill for you						✓
Classically Schooled Trait	+1 trait bonus on Spellcraft checks, and Spellcraft is always a class skill for you						✓
Skill Focus: Heal-p	+3 bonus on checks with skill: Heal-p						✓
Skill Focus: Diplomacy-p	+3 bonus on checks with skill: Diplomacy-p						✓

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INFO	
Racial Traits: Human (P)	
Bonus Feat: One extra feat at Level #1	
Skilled: Gain 1 extra skill point at each level	
Class Features: Adept (P) 1st	
Weapon & Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield	
Concentration check: 1d20+4	
Languages (x3): Common, Plan, Elven, Draconic	
CHARACTER STATUS	
No errors detected	

TRACKERS				
	Initial	Spent	Reset	Avail.

LANGUAGES	
Avail.	Adj.
3	
Common	
Flan, Elven, Draconic	

Spell Difficulty Class Adj.

Adept
SPELL DC Adj. [] = [] Effects + [] Adj.

SPELL DC Adj. [] = [] Effects + [] Adj.

SPELL DC Adj. [] = [] Effects + [] Adj.

Spell per day Adjustments & Effects						
	Class #1		Class #2		Class #3	
	Adept 1st					
	Total:	Effect +Adj.	Total:	Effect +Adj.	Total:	Effect +Adj.
Level 0:						
Level 1:						
Level 2:						
Level 3:						
Level 4:						
Level 5:						
Level 6:						
Level 7:						
Level 8:						
Level 9:						

Spell Known Adjustments & Effects						
	Class #1		Class #2		Class #3	
	Adept 1st					
	Total:	Effect +Adj.	Total:	Effect +Adj.	Total:	Effect +Adj.
Level 0:						
Level 1:						
Level 2:						
Level 3:						
Level 4:						
Level 5:						
Level 6:						
Level 7:						
Level 8:						
Level 9:						

Manifester Class Level Adjustments						
	Class #1		Class #2		Class #3	
All Aspects :						
Power Effects :						
Powers Known :						
Max. Pwr lvl Known :						
Power Points :						

Etan Niful

NOTES

Human (P), Adept (P) 1st

Medium Humanoid (Human)

Alignment: Lawful Neutral [Pholtus]

Hit Dice: 1d6+1 (7 hp)

Initiative: +0

Speed: 30' (6 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 10, Touch 10, Flat-Footed 10

Saves: Fort +1, Ref +0, Will +5

Abilities: Str 8, Dex 11, Con 13, Int 14, Wis 16, Cha 16

Base Att/CMB/CMD: +0 / -1 / 9

Single Attack:

Quarterstaff: -1 melee (1d6-1/20)

Full Attack:

Quarterstaff: -1 melee (1d6-1/20)

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| Class Features: Adept (P) 1st |————

Weapon & Armor Proficiency: Adepts are skilled with all simple weapons.

Adepts are not proficient with any type of armor or shield

Concentration check: 1d20+4

————| Languages (x3) |————

Common, Flan, Elven, Draconic

————| CHARACTER STATUS |————

No errors detected

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————| FEATS |————

Caretaker Trait, Classically Schooled Trait, Skill Focus: Heal-p, Skill Focus: Diplomacy-p.

————| SKILLS |————

Acrobatics +0, Appraise +2, Bluff +3, Climb -1, Diplomacy +7, Disguise +3, Escape Art +0, Fly +0, Heal +13, Intimidate +3, Perception +3, Ride +0, Sense Motive +3, Spellcraft +7, Stealth +0, Survival +3, Swim -1, Kn:History +6, Kn:Religion +6, Perf:Oratory +4.

————| ADEPT (P) SPELLS |————

Spells per Day: (3/2; save DC 13+spell level):

Create Water, Mending, Light. Cure Light Wounds, Protection from Evil.

————| EQUIPMENT |————

Inkpen, Ink, 3xParchment, 5xPaper, 2xScroll Case, 2xPouch, Sealing Wax, Small Steel Mirror, Signet Ring, Flask, Spell Component Pouch, Cleric's Vestments, Healer's kit, Silver Holy Symbol, Quarterstaff

————| TOTAL CHARACTER VALUE |————

116 gp.

SPELL PLANNER #1 for
Adept (P)

Divine caster

Effective	1	1	
Caster Level	TOTAL	Class	Adj.

SCHOOLS
 Abjuration, Conjunction, Divination,
 Enchantment, Evocation, Illusion,
 Necromancy, Transmutation, Universal

Spells per Day:	3	2								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14								

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND Etan Niful
 *: See text, crt: Creature, chk: check, conc: Concentration,
 dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit
 Die, HP: Hit Points, hr: Hour, max: Maximum, min:
 Minute, neg: Negate, obj: Object, part: Partial, rad:
 Radius, rd: Round, (S)hapeable, temp: Temporary, vs:
 Versus, wpn: Weapon

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Show only level:

Checks	Lvl	Adept (P) lvl 2	Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○	0	Create Water		C	VS	1 action	25 ft.	Up to 2 gal of water	Instant	None	No	Creates up to 2 gallons of pure water	CRB262
○○○	0	Mending		T	VS	1 action	ft.	1 obj up to 1 lbs	Instant	Will neg [DC13]	Yes	Makes minor repairs on an object	CRB312
○○○	0	Light		Ev	VDF	1 action	Touch	1 obj touched	10 min (D)	None	No	Object shines like a torch	CRB304
○○	1	Cure Light Wounds		C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+1 damage	CRB263
○○	1	Protection from Evil		A	VSDF	1 action	Touch	1 crt Touched	1 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders	CRB327

Checks	Lvl Adept (P) lvl 2 Spells	S Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
[Redacted Content]										