

Etan Niful

LEVEL 2

Human (P)

42

Character Name

Total

Humanoid (Human)

Age

Adept (P)

2

d6

HD 1

XP 0

Male

Brown

Primary

Level

Type

Racial Total Adj. Type

Level vs XP Mismatch

Gender

Eyes

Secondary

Level

Type

Medium

ECL Adj.

5' 9"

154 lb.

Grey

Third Class

Level

Type

5 ft./5 ft.

Lawful Neutral

Pholtus

White

Space / Reach

Alignment

Deity

Skin

SPD

Speeds

30'

= 30'

+ 0'

+ 0'

/ 0'

/ 0'

/ 0'

/ 0'

/ 0'

Land Speed

Base

Gear

Effects

Burrow

Climb

Fly

Swim

HP 13

Hit Points

①①①①①①

①①①①①①①

Adj.

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Favored Class

AC 10

Armor Class

= 10

+ Base

+ Armor

+ Shield

+ Dexterity

+ Size

+ Dodge

+ Deflection

+ Other

+ Adj.

HERO Points Available

Touch 10

Armor Class

Flat-Foot 10

Armor Class

INIT +0

Modifier

= Dex

+ Effects

+ Adj.

SPELL Resistance

SR Adj PR Adj

POWER Points

CMB

Bonus

= 1

+ Base

+ STR

+ Size

+ Effects

/ Cond.

CMD 10

Defense

= 11

+ Base

+ STR

+ DEX

+ Size

+ Effects

/ Cond.

FORTITUDE

(Constitution)

+1

= Base

+ 1

+ Ability

+ Epic

+ Effects

+ Adj.

+ Cond.

REFLEX

(Dexterity)

= Base

+ Ability

+ Epic

+ Effects

+ Adj.

+ Cond.

WILL

(Wisdom)

+6

= Base

+ 3

+ Ability

+ Epic

+ Effects

+ Adj.

+ Cond.

BASE

Attack

+1

= Base

+ 2nd

+ 3rd

+ 4th

+ Adj.

+ Base

MELEE

Attack Bonus

= 1

+ Base

+ Ability

+ Size

+ Epic

+ Adj.

RANGED

Attack Bonus

+1

= Base

+ Ability

+ Size

+ Epic

+ Adj.

+ Base

FULL ATTACK

Two-Handed

Quarterstaff

+0
1d6-1

Adj.

20

x2

-

Bludgeoning

Desc: Double Weapon: 50% STR dmg mod for 2nd attack, same penalties as two weapon fighting

Size Category

Adj.

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

Adj.

Notes:

Size Category

Adj.

Ammo

FULL ATTACK

One-Handed

None

Adj.

Notes:

Size Category

Adj.

Ammo

FULL ATTACK

One-Handed

None

Adj.

Notes:

Size Category

Adj.

Ammo

FULL ATTACK

One-Handed

None

Adj.

Notes:

Size Category

Adj.

Ammo

FULL ATTACK

One-Handed

None

Adj.

Notes:

Size Category

Adj.

Ammo



Adept (P)

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)	+6

BASE Attack	+1
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MELEE Attack Bonus	
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RANGED Attack Bonus	+1
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FULL ATTACK Two-Handed	Quarterstaff	+0 1d6-1	Adj.	20	x2	-	Bludgeoning
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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FULL ATTACK One-Handed	None		Adj.				
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SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
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		14	WIS	3	5	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		8	INT	2	5	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		6	INT	2	4			
Knowledge: History-p		6	INT	2	4			

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:	2								
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	
PB	0.2 lb.
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Inkpen			1			1	4	Potion of CLW	PB 2
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					
Potion Belt M/W			1	1					
20.1 lb.		Light							396 gp

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE	Total Value
				26.7	53.3
				80.0	160.0
				400.0	400.0

FEATS		All Feats and Traits
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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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) 2nd

Weapon & Armor Proficiency: Adepts are skilled with all simple weapons.
 Adepts are not proficient with any type of armor or shield
Concentration check: 1d20+5

Languages (x3)
 Common, Elven, Draconic

CHARACTER STATUS
 No errors detected

Etan Niful

NOTES

Human (P), Adept (P) 2nd

Medium Humanoid (Human)

Alignment: Lawful Neutral [Pholtus]

Hit Dice: 2d6+2 (13 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 +6

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

Base Att/CMB/CMD: +1 / +0 / 10

Single Attack:

Quarterstaff: +0 melee (1d6-1/20)

Full Attack:

Quarterstaff: +0 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) 2nd |————

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

Adepts are not proficient with any type of armor or shield

Concentration check: 1d20+5

————| 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 +14, Intimidate +3, Perception +3, Ride +0, Sense Motive +3, Spellcraft +8, Stealth +0, Survival +3, Swim -1, Kn:Geo +6, Kn:History +6, Kn:Local +6, Kn:Nobility +6, Kn:Religion +6, Perf:Oratory +5.

————| 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, Potion Belt M/W, Quarterstaff, 2xPotion of CLW

————| TOTAL CHARACTER VALUE |————

396 gp.

SPELL PLANNER #1 for
Adept (P)

Divine caster

Effective	2	2	
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	30 ft.	Up to 4 gal of water	Instant	None	No	Creates up to 4 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	20 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+2 damage	CRB263
○○	1		Protection from Evil	A	VSDF	1 action	Touch	1 crt Touched	2 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders	CRB327

