

Etan Niful

LEVEL 3

Human (P)

45

Character Name

Total Humanoid (Human)

Age

Adept (P) 3

d6 HD 1 XP 0 Male Brown

Primary Level

Type Racial Total Adj. Type Level vs XP Mismatch Gender Eyes

Secondary Level

Medium 3 5' 9" 154 lb. Grey

Third Class Level

5 ft./5 ft. Lawful Neutral Pholtus White

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



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

HP 19 Hit Points

AC 11 Armor Class = 11 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

Touch 10 Flat-Foot 11 INIT +0 = 0 + 0 + 0

CMB 1 = 1 + -1 + 0 + 0 / 0 CMD 10 = 11 + -1 + 0 + 0 + 0

FORTITUDE (Constitution)	+2	1	1			
REFLEX (Dexterity)	+1	1				
WILL (Wisdom)	+6	3	3			

ENERGY Resistances Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction

BASE Attack +1

MELEE Attack Bonus +1

Vision & Senses

FULL ATTACK Two-Handed Quarterstaff +0 1d6-1

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

Ammo

FULL ATTACK One-Handed None

Ammo

FULL ATTACK One-Handed None

Ammo

FULL ATTACK One-Handed None

Ammo

FULL ATTACK One-Handed None

Ammo

FULL ATTACK One-Handed None

Ammo

FULL ATTACK One-Handed None

Ammo

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		8	CHA	3	2	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		15	WIS	3	6	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		9	INT	2	6	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		7	INT	2	4			
Knowledge: History-p		7	INT	2	5			
Knowledge: Local-p		6	INT	2	4			
Knowledge: Nobility-p		7	INT	2	5			
Knowledge: Religion-p		7	INT	2	5			
Perform: Oratory-p		8	CHA	3	2	3		

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:	Amulet of Natural Armor +1	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:	3								
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	3	14							
2									
3									
4									
5									
6									
7									
8									
9									

LOCATIONS	
PB	0.3 lb.
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Inkpen			1			1		Quarterstaff	
Ink			1			4		Potion of CLW	PB 2
Parchment			3					Potion of Invisibility	PB 1
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							2,696 gp

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

Selection List:		All Feats and Traits				
FEATS	3	=	3	+	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					✓
Skill Focus: Perform: Oratory-p	+3 bonus on checks with skill: Perform: Oratory-p					✓

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

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) 3rd	
Weapon & Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield	
Concentration check: 1d20+6	
Languages (x3): Common, Elven, Draconic	
Description for the Magical Items Worn: Amulet of Natural Armor +1: +1 enh. bonus to natural armor	
CHARACTER STATUS: No errors detected	

Etan Niful

NOTES

Human (P), Adept (P) 3rd

Medium Humanoid (Human)

Alignment: Lawful Neutral [Pholtus]

Hit Dice: 3d6+3 (19 hp)

Initiative: +0

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

Space/Reach: 5 ft./5 ft.

AC: 11 (+1 Natural Armor), Touch 10, Flat-Footed 11

Saves: Fort +2, Ref +1, 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) 3rd |————

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

Adepts are not proficient with any type of armor or shield

Concentration check: 1d20+6

————| Languages (x3) |————

Common, Flan, Elven, Draconic

————| Description for the Magical Items Worn |————

Amulet of Natural Armor +1: +1 enh. bonus to natural armor

————| CHARACTER STATUS |————

No errors detected

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

————| FEATS |————

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

Diplomacy-p, Skill Focus: Perform: Oratory-p.

————| SKILLS |————

Acrobatics +0, Appraise +2, Bluff +3, Climb -1, Diplomacy +8, Disguise +3, Escape Art +0, Fly +0, Heal +15, Intimidate +3, Perception +3, Ride +0, Sense Motive +3, Spellcraft +9, Stealth +0, Survival +3, Swim -1, Kn:Geo +6, Kn:History +7, Kn:Local +6, Kn:Nobility +7, Kn:Religion +7, Perf:Oratory +8.

————| ADEPT (P) SPELLS |————

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

Create Water, Mending, Light. Cure Light Wounds,

Protection from Evil, Comprehend Languages.

————| 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, Potion of Invisibility

————| MAGICAL ITEMS WORN |————

Amulet of Natural Armor +1

————| TOTAL CHARACTER VALUE |————

2,696 gp.

SPELL PLANNER #1 for
Adept (P)

Divine caster

Effective	3	3	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	3	3								
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
-------------	---	---	---	---	---	---	---	---	---	---

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

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

Show only level: **1**

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 6 gal of water	Instant	None	No	Creates up to 6 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	30 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+3 damage	CRB263
○○○	1	Protection from Evil	A	VSDF	1 action	Touch	1 crt Touched	3 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders	CRB327
○○○	1	Comprehend Languages	D	VSDF	1 action	Personal	You	30 min	None	Yes	Understands all spoken and written languages touched	CRB258

