

Etan Niful

LEVEL 4

Human (P)

47

Character Name

Adept (P) 4

Primary Level

Secondary Level

Third Class Level

Total Humanoid (Human)

HD 1 XP 0 Male Brown

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

Medium 4 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'

Land Speed Base Gear Effects Burrow Climb Fly Swim



Adept (P)

Favored Class

STR Strength	7	-2
DEX Dexterity	10	
CON Constitution	12	+1
INT Intelligence	16	+3
WIS Wisdom	17	+3
CHA Charisma	17	+3

Ability Modif

HP Hit Points 26

②②②•①①①①①①①①

②②②•①①①①①①①①

Adj. The Only Sheet+ v6.1.24 Licensed to Alex Metzger

AC Armor Class 14 = 11 + 3 + + + + + + + + +

10+Natural Armor Shield Dexterity Size Dodge Deflection Other Adj.

Touch Armor Class 10

Flat-Foot Armor Class 14

INIT Modifier +0 = + + +

Dex Effects Adj.

SPELL Resistance

SR Adj PR Adj

POWER Points

CMB Bonus = 2 + -2 + + + /

Base STR Size Effects

COND = 12 + -2 + + + + /

Base STR DEX Size Effects Cond.

CMD Defense 10 = 12 + -2 + + + + /

Base STR DEX Size Effects Cond.

FORTITUDE (Constitution)	+2	= 1 + 1 + + + + /
REFLEX (Dexterity)	+1	= 1 + + + + + /
WILL (Wisdom)	+7	= 4 + 3 + + + + + /

Base Ability Epic Effects Adj. Cond.

BASE Attack +2

Base 2nd 3rd 4th Adj. Base

MELEE Attack Bonus = 2 + -2 + + + + +

Base Ability Size Epic Adj.

ENERGY Resistances

Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction

MELEE Attack Bonus +2

Base Ability Size Epic Adj.

RANGED Attack Bonus +2

Base Ability Size Epic Adj.

Leader Leadership

Base

Vision & Senses

FULL ATTACK Two-Handed Quarterstaff +0 20 1d6-2 - Bludgeoning

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

Notes: Size Category Adj. Medium

Ammo

FULL ATTACK One-Handed None

Notes: Size Category Adj.

Ammo

FULL ATTACK One-Handed None

Notes: Size Category Adj.

Ammo

FULL ATTACK One-Handed None

Notes: Size Category Adj.

Ammo

FULL ATTACK One-Handed None

Notes: Size Category Adj.

Ammo

FULL ATTACK One-Handed None

Notes: Size Category Adj.

Ammo

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		0	DEX	0				
Appraise-p		3	INT	3				
Bluff-p		3	CHA	3				
Climb-p		-2	STR	-2				
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		16	WIS	3	7	6		
Intimidate-p		3	CHA	3				
Linguistics-p		-	INT	3				
Perception-p		3	WIS	3				
Ride-p		0	DEX	0				
Sense Motive-p		3	WIS	3				
Sleight of Hand-p		-	DEX	0				
Spellcraft-p		11	INT	3	7	1		
Stealth-p		0	DEX	0				
Survival-p		3	WIS	3				
Swim-p		-2	STR	-2				
Use Magic Device-p		-	CHA	3				
Knowledge: Geography-p		7	INT	3	4			
Knowledge: History-p		10	INT	3	7			
Knowledge: Local-p		9	INT	3	6			
Knowledge: Nobility-p		8	INT	3	5			
Knowledge: Religion-p		10	INT	3	7			
Perform: Oratory-p		10	CHA	3	4	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:	Bracers of Armor +3
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:	4								
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	1	15							
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					
21.1 lb.		Light							11,696 gp

Total Weight	Load Class	Max Dex	Chk Pen.	ENCUMBRANCE	Total Value
				23.3 46.7 70.0 140.0 350.0	

Selection List:		All Feats and Traits	
FEATS	3 = 3 + 0 +	Light	Medium Heavy Lift Drag Adj
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) 4th

Weapon & Armor Proficiency: Adepts are skilled with all simple weapons.
 Adepts are not proficient with any type of armor or shield
Concentration check: 1d20+7

Languages (x4)
 Common, Elven, Draconic

Description for the Magical Items Worn

Amulet of Natural Armor +1: +1 enh. bonus to natural armor
Bracers of Armor +3: Invisible field of force

CHARACTER STATUS

No errors detected

Etan Niful

NOTES

Human (P), Adept (P) 4th

Medium Humanoid (Human)

Alignment: Lawful Neutral [Pholtus]

Hit Dice: 4d6+4 (26 hp)

Initiative: +0

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

Space/Reach: 5 ft./5 ft.

AC: 14 (+3 Armor, +1 Natural Armor), Touch 10, Flat-Footed 14

Saves: Fort +2, Ref +1, Will +7

Abilities: Str 7, Dex 10, Con 12, Int 16, Wis 17, Cha 17

Base Att/CMB/CMD: +2 / +0 / 10

Single Attack:

Quarterstaff: +0 melee (1d6-2/20)

Full Attack:

Quarterstaff: +0 melee (1d6-2/20)

————| FEATS |————

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

————| SKILLS |————

Acrobatics +0, Appraise +3, Bluff +3, Climb -2, Diplomacy +8, Disguise +3, Escape Art +0, Fly +0, Heal +16, Intimidate +3, Perception +3, Ride +0, Sense Motive +3, Spellcraft +11, Stealth +0, Survival +3, Swim -2, Kn:Geo +7, Kn:History +10, Kn:Local +9, Kn:Nobility +8, Kn:Religion +10, Perf:Oratory +10.

————| ADEPT (P) SPELLS |————

Spells per Day: (3/3/1; save DC 13+spell level):

Create Water, Mending, Light. Cure Light Wounds, Protection from Evil, Comprehend Languages. Cure Moderate Wounds.

————| 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

Bracers of Armor +3

————| TOTAL CHARACTER VALUE |————

11,696 gp.

————| 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) 4th |————

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

Adepts are not proficient with any type of armor or shield

Concentration check: 1d20+7

————| Languages (x4) |————

Common, Flan, Elven, Draconic

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

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

Bracers of Armor +3: Invisible field of force

————| CHARACTER STATUS |————

No errors detected

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

SPELL PLANNER #1 for
Adept (P)

Divine caster

Effective	4	4	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	3	3	1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15							

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:

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	35 ft.	Up to 8 gal of water	Instant	None	No	Creates up to 8 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	40 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+4 damage	CRB263
○○○	1	Protection from Evil	A	VSDF	1 action	Touch	1 crt Touched	4 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	40 min	None	Yes	Understands all spoken and written languages touched	CRB258
○	2	Cure Moderate Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 2d8+4 damage	CRB263

