



<b>ARMOR</b>		None	Adj.	Check Adj.:
Light	Max Dex:		Armor Check:	Spell Fail:
Desc:				
Notes:				

<b>SHIELD</b>		None	Adj.	Check Adj.:
Max Dex:		Armor Check:	Spell Fail:	
Desc:				
Notes:				

<b>MAGICAL ITEMS WORN</b>		List:	Magical Rings
Head:		Waist:	
Eyes:		Shoulders:	Cloak of Resistance +2
Neck:	Amulet of Natural Armor +1	Arm/Wrist:	Bracers of Armor +3
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

<b>COINS</b>	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
<b>GEMS</b>	

<b>SPELLS</b>		Arcane Spell Failure: 0%			Adj.:				
Casting Class:	Adept								
Caster Level:	5								
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	2	15							
3									
4									
5									
6									
7									
8									
9									

<b>LOCATIONS</b>	
PB	0.4 lb.
Tag	Weight

<b>GEAR</b>		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					Potion of Fly	PB 1
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					
<b>22.1 lb.</b>		<b>Light</b>				<b>16,446 gp</b>			

Total Weight	Load Class	Max Dex	Chk Pen.	<b>ENCUMBRANCE</b>		Total Value		
				23.3	46.7	70.0	140.0	350.0
Selection List:			All Feats and Traits					

<b>FEATS</b>		4	=	4	+	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						✓
Persuasive	+2 bonus on Diplomacy and +2 bonus on Intimidate checks						✓

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

<b>INFO</b>	
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) 5th	
Weapon & Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield	
Concentration check: 1d20+8	
Languages (x4): Common, Elven, Draconic	
Description for the Magical Items Worn	
Amulet of Natural Armor +1: +1 enh. bonus to natural armor	
Cloak of Resistance +2: +2 resistance bonus on all saves	
Bracers of Armor +3: Invisible field of force	
CHARACTER STATUS	
No errors detected	



# Etan Niful

## NOTES

Human (P), Adept (P) 5th

Medium Humanoid (Human)

**Alignment:** Lawful Neutral [Pholtus]

**Hit Dice:** 5d6+5 (30 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 +4, Ref +3, Will +9

**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, Persuasive.

————| SKILLS |————

Acrobatics +0, Appraise +3, Bluff +3, Climb -2, Diplomacy +10, Disguise +3, Escape Art +0, Fly +0, Heal +17, Intimidate +5, Perception +3, Ride +0, Sense Motive +3, Spellcraft +12, Stealth +0, Survival +3, Swim -2, Kn:Geo +7, Kn:History +10, Kn:Local +10, Kn:Nobility +10, Kn:Religion +11, Perf:Oratory +11.

————| ADEPT (P) SPELLS |————

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

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

————| 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, Potion of Fly

————| MAGICAL ITEMS WORN |————

Amulet of Natural Armor +1

Cloak of Resistance +2

Bracers of Armor +3

————| TOTAL CHARACTER VALUE |————

16,446 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) 5th |————

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

Adepts are not proficient with any type of armor or shield

Concentration check: 1d20+8

————| Languages (x4) |————

Common, Flan, Elven, Draconic

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

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

Cloak of Resistance +2: +2 resistance bonus on all saves

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

<b>Effective</b>	<b>5</b>	<b>5</b>	
Caster Level	TOTAL	Class	Adj.

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

Spells per Day:	3	3	2							
<b>SPELL LEVEL:</b>	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: **2**

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 10 gal of water	Instant	None	No	Creates up to 10 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	50 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+5 damage	CRB263
○○○	1	Protection from Evil	A	VSDF	1 action	Touch	1 crt Touched	5 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	50 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+5 damage	CRB263
○○	2	Invisibility	I	VSDF	1 action	Touch	You or obj up to 500 lbs	5 min (D)	Will neg [DC15]	Yes	Subject is invisible until it attacks	CRB301

