

Etan Niful

LEVEL 6

Human (P)

52

Character Name

Adept (P) 6

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 6 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

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

Ability Modif

<b>FORTITUDE</b> (Constitution)	+5	= 2 + 1 +
<b>REFLEX</b> (Dexterity)	+4	= 2 + +
<b>WILL</b> (Wisdom)	+10	= 5 + 3 +

<b>BASE</b> Attack	+3	/
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Base

<b>MELEE</b> Attack Bonus	+1	= 3 + -2 +
<b>RANGED</b> Attack Bonus	+3	= 3 + +

<b>HP</b> Hit Points	37
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Adj.

<b>AC</b> Armor Class	15	= 11 + 4 +
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10+Natural Armor Shield Dexterity Size Dodge Deflection Other Adj.

<b>Touch</b> Armor Class	10
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<b>Flat-Foot</b> Armor Class	15
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<b>INIT</b> Modifier	+0	=
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<b>SPELL</b> Resistance		SR Adj PR Adj
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<b>POWER</b> Points	
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<b>CMB</b> Bonus	+1	= 3 + -2 +
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Base STR Size Effects

<b>CMD</b> Defense	11	= 13 + -2 +
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<b>ENERGY</b> Resistances		Acid Cold Elec. Fire Sonic Neg. Pos.
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<b>Damage Reduction</b>	
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<b>SKILL</b>		ACP TOTAL
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Key Ability Modifier Ranks (+3) Effects Conditional Adj.

<b>Leader</b> Leadership	
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Base

<b>VISION &amp; SENSES</b>	
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<b>Damage Reduction</b>	
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<b>SKILL</b>		ACP TOTAL
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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		11	CHA	3	3	5		
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		18	WIS	3	9	6		
Intimidate-p		5	CHA	3		2		
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		12	INT	3	8	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		11	INT	3	8			
Knowledge: Local-p		11	INT	3	8			
Knowledge: Nobility-p		11	INT	3	8			
Knowledge: Religion-p		12	INT	3	9			
Perform: Oratory-p		12	CHA	3	6	3		

<b>FULL ATTACK</b> Two-Handed	Quarterstaff	+1	20	-	Bludgeoning
		1d6-2	x2		

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

Notes:

Ammo

<b>FULL ATTACK</b> One-Handed	None				
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Notes:

Ammo

<b>FULL ATTACK</b> One-Handed	None				
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Notes:

Ammo

<b>FULL ATTACK</b> One-Handed	None				
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Notes:

Ammo

<b>FULL ATTACK</b> One-Handed	None				
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Notes:

Ammo

<b>FULL ATTACK</b> One-Handed	None				
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Notes:

Ammo

<b>FULL ATTACK</b> One-Handed	None				
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Notes:

Ammo

<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:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	Cloak of Resistance +2
Neck:	Amulet of Natural Armor +1	Arm/Wrist:	Bracers of Armor +4
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:	Ring of Sustenance		

<b>GEAR</b>		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Inkpen			1			1	4	Quarterstaff	
Ink			1					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>25,946 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
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<b>FEATS</b>	4 = 4 + 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	✓
Persuasive	+2 bonus on Diplomacy and +2 bonus on Intimidate checks	✓

<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:	6								
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

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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) 6th**  
**Weapon & Armor Proficiency:** Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield  
**Concentration check:** 1d20+9

**Languages (x4)**  
 Common, Elven, Draconic

**Description for the Magical Items Worn**  
**Amulet of Natural Armor +1:** +1 enh. bonus to natural armor  
**Ring of Sustenance:** Provides you with life-sustaining nourishment  
**Cloak of Resistance +2:** +2 resistance bonus on all saves  
**Bracers of Armor +4:** Invisible field of force

**CHARACTER STATUS**  
 No errors detected



# Etan Niful

## NOTES

Human (P), Adept (P) 6th

Medium Humanoid (Human)

**Alignment:** Lawful Neutral [Pholtus]

**Hit Dice:** 6d6+6 (37 hp)

**Initiative:** +0

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

**Space/Reach:** 5 ft./5 ft.

**AC:** 15 (+4 Armor, +1 Natural Armor), Touch 10, Flat-Footed 15

**Saves:** Fort +5, Ref +4, Will +10

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

**Base Att/CMB/CMD:** +3 / +1 / 11

**Single Attack:**

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

**Full Attack:**

Quarterstaff: +1 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 +11, Disguise +3, Escape Art +0, Fly +0, Heal +18, Intimidate +5, Perception +3, Ride +0, Sense Motive +3, Spellcraft +12, Stealth +0, Survival +3, Swim -2, Kn:Geo +7, Kn:History +11, Kn:Local +11, Kn:Nobility +11, Kn:Religion +12, Perf:Oratory +12.

————| 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

Ring of Sustenance

Cloak of Resistance +2

Bracers of Armor +4

————| TOTAL CHARACTER VALUE |————

25,946 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) 6th |————

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

Adepts are not proficient with any type of armor or shield

Concentration check: 1d20+9

————| Languages (x4) |————

Common, Flan, Elven, Draconic

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

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

Ring of Sustenance: Provides you with life-sustaining nourishment

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

Bracers of Armor +4: Invisible field of force

————| CHARACTER STATUS |————

No errors detected

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**SPELL PLANNER #1 for**  
**Adept (P)**  
 Divine caster

<b>Effective</b>	<b>6</b>	<b>6</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
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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

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	40 ft.	Up to 12 gal of water	Instant	None	No	Creates up to 12 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	60 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	6 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	60 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+6 damage	CRB263
○○	2	Invisibility	I	VSDF	1 action	Touch	You or obj up to 600 lbs	6 min (D)	Will neg [DC15]	Yes	Subject is invisible until it attacks	CRB301

