

Edila Ashansar

NAME

Adp3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Elf

RACE

0

AGE

Medium

SIZE

Maschio

GENDER

DEITY

0 cm

HEIGHT

EYES

0 kg

WEIGHT

HAIR

Chaotic Good

ALIGNMENT

Low-light

VISION

75

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

9

-1

9

-1

9

-1

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

9

-1

9

-1

9

-1

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

15

+2

15

+2

15

+2

CHA

Charisma

13

+1

13

+1

13

+1

HP

hit points

10

WOUNDS/CURRENT HP

AC

armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 9 m

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓

Appraise

INT

2

=

2

+

+

✓

Balance

DEX

1

=

1

+

+

✓

Bluff

CHA

1

=

1

+

+

✓

Climb

STR

-1

=

-1

+

+

✓

Concentration

CON

-1

=

-1

+

+

✓

Craft (Alchemy)

INT

8

=

2

+

6.0

+

✓

Craft (Untrained)

INT

2

=

2

+

+

✓

Diplomacy

CHA

1

=

1

+

+

✓

Disguise

CHA

1

=

1

+

+

✓

Escape Artist

DEX

1

=

1

+

+

✓

Forgery

INT

2

=

2

+

+

✓

Gather Information

CHA

1

=

1

+

+

✓

Heal

WIS

13

=

2

+

6.0

+

5

✓

Hide

DEX

1

=

1

+

+

✓

Intimidate

CHA

1

=

1

+

+

✓

Jump

STR

-1

=

-1

+

+

✓

Listen

WIS

4

=

2

+

+

2

✓

Move Silently

DEX

1

=

1

+

+

✓

Ride

DEX

1

=

1

+

+

✓

Search

INT

4

=

2

+

+

2

✓

Sense Motive

WIS

2

=

2

+

+

✓

Spellcraft

INT

8

=

2

+

6.0

+

✓

Spot

WIS

4

=

2

+

+

2

✓

Survival

WIS

8

=

2

+

6.0

+

✓

Swim

STR

-1

=

-1

+

+

✓

Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

✓

can be used untrained.

X

exclusive skills.

⋆

Skill Mastery.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+0

1d3-1

20/x2

1,5 m

⋆: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of the Good Doctor	Equipped	1	0.0	400.0
Competence bonus to selected skill of Heal +2				
Healer's Kit	Pouch (Belt)	1	NaN	50.0
□□□□□ □□□□□				
Outfit (Scholar's)	Equipped	1	3.0	0.0
Pouch (Belt)	Equipped	1	NaN	1.0
0,5 kg, 1 Healer's Kit				
TOTAL WEIGHT CARRIED/VALUE			0,75 kg	451.0 gp

WEIGHT ALLOWANCE					
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

SPECIAL QUALITIES				
Immunity to magic sleep effects				
+2 racial saving throw bonus against enchantment spells or effects				
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it				
Summon Familiar				

FEATS				
Augment Healing				
See Text, Healing spells do +2 per spell level				
Skill Focus (Heal)				
You get a +3 bonus on all checks involving that skill.				
Simple Weapon Proficiency				
You make attack rolls with simple weapons normally.				

PROFICIENCIES				
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Grapple, Halfspear, Halfspear (Salamander), Javelin, Longbow, Longspear, Longstaff, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pincerstaff, Quarterstaff, Rapier, Shortbow, Shortspear, Shortspear (Salamander), Sickle, Sling, Spear, Spells(Ray), Tail Club, Unarmed Strike				

LANGUAGES				
Common, Elven, Serusan				

TEMPLATES				
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Adept Spells

LEVEL	0	1	2	3	4	5
KNOWN	0	0	0	0	0	0
PER DAY	3	3	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (9 m)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 6 gallons of pure water.					<i>Target:</i> Up to 6 gallons of water		<i>Caster Level:</i> 3		
□□□□□ Cure Minor Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Ghost Sound	12	Will disbelief (if interacted with)	1 standard action	3 rounds [D]	Close (9 m)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 3		
□□□□□ Guidance	12	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Light		None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 3		
□□□□□ Mending	12	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 3		
□□□□□ Purify Food and Drink	12	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 3 cu. ft. of food or water.					<i>Target:</i> 3 cu. ft. of contaminated food and water		<i>Caster Level:</i> 3		
□□□□□ Read Magic		None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Touch of Fatigue	12	Fortitude negates	1 standard action	3 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bless		None	1 standard action	3 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster		<i>Caster Level:</i> 3		
□□□□□ Burning Hands	13	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
<i>Effect:</i> 3d4 fire damage					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 3		
□□□□□ Cause Fear	13	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (9 m)	V, S	Yes	Necromancy [Fear, RSRD: SpellsC.rtf Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD		<i>Caster Level:</i> 3		
□□□□□ Command	13	Will negates	1 standard action	1 round	Close (9 m)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature		<i>Caster Level:</i> 3		
□□□□□ Comprehend Languages		None	1 standard action	30 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+3 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Detect Chaos		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Detect Evil		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Detect Good		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Detect Law		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Obscuring Mist		None	1 standard action	3 minutes	20 ft.	V, S	No	Conjuration (Creation) [WuJenWater]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 3		
□□□□□ Protection from Chaos	13	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Protection from Evil	13	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Protection from Good	13	Will negates	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf

* =Domain/Specialty Spell

Adept Spells

		(harmless)	action		Target: Creature touched			Caster Level: 3	
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Protection from Law		13	Will negates (harmless)	1 standard 3 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Chaotic] Caster Level: 3	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Sleep		13	Will negates	1 round 3 minutes	Medium (39 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3	RSRD: SpellsS.rtf
Effect: Puts 4 HD of creatures into magical slumber.									
					Target: One or more living creatures within a 10-ft.-radius burst				
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes: