

Merla Female Halfling
Nob9Adp6

NAME
Ari9 Adp6
CLASS
15
TCL
102000
EXPERIENCE
120000
NEXT LEVEL

NPC

PLAYERNAME
Halfling
RACE
Small
SIZE
2'8"
HEIGHT
27 lbs
WEIGHT
0
Female
GENDER
EYES
HAIR
POINTS

Neutral Evil

ALIGNMENT
Normal
VISION
0
POINTS

Table with 5 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP (hit points) 81, AC (armor class) 15, INITIATIVE +4, BASE ATTACK +9/+4. Includes fields for WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED (Walk 20').

SAVING THROWS: FORTITUDE (constitution) +7, REFLEX (dexterity) +10, WILLPOWER (wisdom) +16. Includes fields for TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC MODIFIER, and TEMP MODIFIER.

MELEE (attack bonus) +10/+5, RANGED (attack bonus) +14/+9, GRAPPLE (attack bonus) +10/+5. Includes fields for TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, and TEMP MODIFIER.

UNARMED: TOTAL ATTACK BONUS +10/+5, DAMAGE 1d2, CRITICAL 20/x2.

ARMOR: TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

EQUIPMENT table with columns: ITEM, LOCATION, QTY, WT, COST. Includes Outfit (Explorer's) and summary rows for TOTAL WEIGHT CARRIED/VALUE.

WEIGHT ALLOWANCE table with columns: Light, Medium, Heavy, Lift over head, Lift off ground, Push / Drag.

FEATS table with columns: Feat Name, Description. Includes Alertness, Armor Proficiency (Heavy/Light/Medium), Empower Spell, Leadership, Shield Proficiency, Skill Focus (Knowledge (Local), Knowledge (Nobility and Royalty)), Still Spell, and Tower Shield Proficiency.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes Appraise, Bluff, Craft (Armorsmithing), Craft (Painting), Craft (Trapmaking), Disguise, Knowledge (Dungeoneering), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (Nobility and Royalty), Perform (Keyboard Instruments), Perform (Percussion Instruments), Sense Motive, and Speak Language.

SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- Summon Familiar

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Aquan, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

Adept Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	3	3	2	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Water <i>Effect:</i> Creates 12 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination
Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	6 minute or until discharged	Touch	V, S	Yes	Divination
Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 6 cu. ft of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	6 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Burning Hands <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	6 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	60 minutes	Personal	V, S, M/DF	No	Divination
Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	6 minutes	20 ft.	V, S	No	Conjuration (Creation)
Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	Concentration, up to 10 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	6 minutes	Medium (160 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+6 temporary hp.	16	None	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Animal Trance <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes	Transmutation
Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	Yes	Transmutation
Cure Moderate Wounds <i>Effect:</i> Cures 2d8+6 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Delay Poison <i>Effect:</i> Stops poison from harming subject for 6 hours.	16	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)

* =Domain/Specialty Spell

Adept Spells

□□□□□ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 6 minutes or until it attacks.				Target: You or a creature or object weighing no more than 600 lbs				
□□□□□ Mirror Image	16	None	1 standard action	6 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
Effect: Creates decoy duplicates of you 8.				Target: You				
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
□□□□□ Scorching Ray	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
Effect: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				Target: One or more rays				
□□□□□ See Invisibility	16	None	1 standard action	60 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.				Target: You				
□□□□□ Web	16	Reflex negates; see text	1 standard action	60 minutes [D]	Medium (160 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				
* =Domain/Speciality Spell								