

Ekaterina Female Human
Com4Adp11

NAME
CLASS
EXPERIENCE
NEXT LEVEL

NPC

PLAYERNAME
RACE
SIZE
GENDER
AGE

DEITY
HEIGHT
WEIGHT
EYES
HAIR

Chaotic Evil
ALIGNMENT
Normal
VISION
POINTS

STR 18 +4 18 +4
DEX 13 +1 13 +1
CON 12 +1 12 +1
INT 17 +3 17 +3
WIS 19 +4 19 +4
CHA 13 +1 13 +1

HP 61
AC 11
INITIATIVE +1
BASE ATTACK +7/+2

SAVING THROWS
FORTITUDE +5
REFLEX +5
WILLPOWER +12

MELEE +11/+6
RANGED +8/+3
GRAPPLE +11/+6

UNARMED
TOTAL ATTACK BONUS +11/+6
DAMAGE 1d3+4
CRITICAL 20/x2

ARMOR

EQUIPMENT
ITEM LOCATION QTY WT COST
Outfit (Explorer's) Equipped 1 8.0 0.0

WEIGHT ALLOWANCE
Light 100.0 Medium 200.0 Heavy 300.0
Lift over head 300.0 Lift off ground 600.0 Push / Drag 1500.0

FEATS
Craft Wondrous Item See Text
Endurance See Text
Quicken Spell See Text
Scribe Scroll See Text
Skill Focus (Craft (Weaponsmithing), Craft (Woodworking)) See Text
Spell Penetration See Text

SKILLS
Craft (Armorsmithing) INT 14 = 3 + 11.0 +
Craft (Blacksmithing) INT 17 = 3 + 14.0 +
Craft (Carpentry) INT 13 = 3 + 10.0 +
Craft (Leatherworking) INT 5 = 3 + 2.0 +
Craft (Weaponsmithing) INT 12 = 3 + 9.0 +
Craft (Woodworking) INT 11 = 3 + 8.0 +
Decipher Script INT 6 = 3 + 3.5 +
Jump STR 11 = 4 + 7.5 +
Knowledge (Geography) INT 13 = 3 + 10.0 +
Profession (Hunter) WIS 18 = 4 + 14.0 +
Profession (Miner) WIS 17 = 4 + 13.0 +

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES
Aquan, Common, Elven, Giant


















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	4	4	3	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 22 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (50 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	<i>Target:</i> Creature touched Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
 Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Cone-shaped emanation 11 rounds [D]	Close (50 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	<i>Target:</i> Illusory sounds 11 minute or until discharged	Touch	V, S	Yes	Divination
 Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Creature touched 110 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	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 Purify Food and Drink <i>Effect:</i> Purifies 11 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 11 cu. ft. of contaminated food and water 110 minutes	Personal	V, S, F	No	Divination
 Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	<i>Target:</i> You 11 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	11 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	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 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	<i>Target:</i> Cone-shaped burst 1d4 rounds or 1 round; see text	Close (50 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	<i>Target:</i> One living creature with 5 or fewer HD 11 round	Close (50 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	<i>Target:</i> One living creature 110 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	<i>Target:</i> You 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	<i>Target:</i> Creature touched 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 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	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Creature touched 11 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	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 11 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	<i>Target:</i> Creature touched 11 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	<i>Target:</i> Creature touched 11 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	<i>Target:</i> Creature touched 11 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	<i>Target:</i> Creature touched 11 minutes	Medium (210 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+10 temporary hp.	16	None	1 standard action	11 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	<i>Target:</i> Living creature touched Concentration	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 11 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 11 minutes	Touch	V, S, DF	Yes	Transmutation
 Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 11 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
 Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 11 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M	Yes	Transmutation
 Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	16	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched 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	<i>Target:</i> Creature touched 110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 11 hours.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Object touched 11 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	11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
<i>Effect:</i> Subject is invisible for 11 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1100 lbs				
□□□□□ Mirror Image	16	None	1 standard action	11 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
□□□□□ Scorching Ray	16	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				<i>Target:</i> One or more rays				
□□□□□ See Invisibility	16	None	1 standard action	110 minutes [D]	Personal	V, S, M	No	Divination
<i>Effect:</i> Reveals invisible creatures or objects.				<i>Target:</i> You				
□□□□□ Web	16	Reflex negates; see text	1 standard action	110 minutes [D]	Medium (210 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animate Dead	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
□□□□□ Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
□□□□□ Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
□□□□□ Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame				
□□□□□ Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+11 damage				<i>Target:</i> Creature touched				
□□□□□ Daylight	17	None	1 standard action	110 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□ Deeper Darkness	17	None	1 standard action	11 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
□□□□□ Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 11d6 damage.				<i>Target:</i> 120-ft. line				
□□□□□ Neutralize Poison	17	Will negates (harmless, object)	1 standard action	110 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 11 cu. ft. touched				
□□□□□ Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
□□□□□ Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
□□□□□ Tongues	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell