

Kolya Male Human Pal9

NAME

Pld9

CLASS

72000

EXPERIENCE

9

TCL

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

174 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	14	+2	14	+2
WIS Wisdom	13	+1	13	+1
CHA Charisma	18	+4	18	+4

HP

hit points

95

AC

armor class

11

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

FORTITUDE

(constitution)

+14

REFLEX

(dexterity)

+8

WILLPOWER

(wisdom)

+8

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+10/+5

GRAPPLE

attack bonus

+11/+6

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+11/+6

1d3+2

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (36)

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Alertness	See Text
Extra Turning (1x)	See Text
Persuasive	See Text
Skill Focus (Knowledge (Nobility and Royalty))	See Text
Spell Penetration	See Text

SKILLS						MAX RANKS	12/6
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Concentration	CON	16	=	4	+ 12.0 +	
✓	Diplomacy	CHA	19	=	4	+ 11.0 + 4	
✓	Gather Information	CHA	5	=	4	+ 1.0 +	
✓	Intimidate	CHA	10	=	4	+ 4.5 + 2	
✓	Jump	STR	4	=	2	+ 2.0 +	
	Knowledge (Nobility and Royalty)	INT	14	=	2	+ 12.0 +	
✓	Sense Motive	WIS	13	=	1	+ 12.0 +	
						= + +	
✓ : can be used untrained. X : exclusive skills							

TURN/REBUKE UNDEAD	
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)
Up to 0	2
1 - 3	3
4 - 6	4
7 - 9	5
10 - 12	6
13 - 15	7
16 - 18	8
19 - 21	9
22 +	10
Turn level	6
Turn damage	2d6+10
Turns/day	11
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	

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SPECIAL ABILITIES	
Aura of Courage (Su)	
Aura of Good	
Divine Grace (Su)	
Divine Health (Ex)	
Lay on Hands (Su) 36 hp/day	
Remove Disease (Sp) 2/week	
Smite Evil (Su) 1/day	
Special Mount (Sp)	
Turn Undead 11/day (turn level 6) (turn damage 2d6+10)	

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	
Celestial, Common, Sylvan	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Detect Evil	10	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
	Effect: Reveals creatures, spells, or objects of selected alignment.				Target: Cone-shaped emanation				

* =Domain/Speciality Spell

Paladin 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	0	2	0	0	0	0	0	0	0	0

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	12	None	1 standard action	9 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Allies gain +1 on attack rolls and +1 on saves against fear.				Target: The caster and all allies within a 50-ft. burst, centered on the caster				
□□□□□	Bless Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	Effect: Makes holy water.				Target: Flask of water touched				
□□□□□	Bless Weapon	12	None	1 standard action	9 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
□□□□□	Create Water	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 18 gallons of pure water.				Target: Up to 18 gallons of water				
□□□□□	Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 1d8+5 damage				Target: Creature touched				
□□□□□	Detect Poison	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
	Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
□□□□□	Detect Undead	12	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +3 on attack and damage rolls.				Target: You				
□□□□□	Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Exist comfortably in hot or cold environments.				Target: Creature touched				
□□□□□	Magic Weapon	12	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
□□□□□	Protection from Chaos	12	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				Target: Creature touched				
□□□□□	Protection from Evil	12	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				Target: Creature touched				
□□□□□	Read Magic	12	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	12	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Restoration, Lesser	12	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Dispels magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
□□□□□	Virtue	12	Fortitude negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	Effect: Subject gains 1 temporary hp.				Target: Creature touched				

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