

Hrethel Male Human Pal20

NAME

Pld20

CLASS

20

TCL

380000

EXPERIENCE

210000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'10"

HEIGHT

204 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	22	+6	22	+6

HP
hit points

200

WOUNDS/CURRENT HP

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+20/+15/+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+22

TOTAL

+12

BASE SAVE

+4

ABILITY MODIFIER

+0

MAGIC MODIFIER

+6

MISC MODIFIER

+15

TOTAL

+6

BASE SAVE

+1

ABILITY MODIFIER

+0

MAGIC MODIFIER

+8

MISC MODIFIER

+15

TOTAL

+6

BASE SAVE

+1

ABILITY MODIFIER

+0

MAGIC MODIFIER

+8

MISC MODIFIER

conditional modifiers

MELEE
attack bonus

+21/+16/+11/+6

TOTAL

+20/+15/+10/+5

BASE ATTACK BONUS

+1

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

RANGED
attack bonus

+21/+16/+11/+6

TOTAL

+20/+15/+10/+5

BASE ATTACK BONUS

+1

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

GRAPPLE
attack bonus

+21/+16/+11/+6

TOTAL

+20/+15/+10/+5

BASE ATTACK BONUS

+1

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

UNARMED

TOTAL ATTACK BONUS

+21/+16/+11/+6

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (120)

EQUIPMENT

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

43.0

Medium

86.0

Heavy

130.0

Lift over head

130.0

Lift off ground

260.0

Push / Drag

650.0

FEATS

Improved Counterspell

See Text

Improved Initiative

See Text

Improved Turning

See Text

Iron Will

See Text

Lightning Reflexes

See Text

Negotiator

See Text

Weapon Focus (Gauntlet, Shortspear)

See Text

SKILLS

MAX RANKS

23/11.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Decipher Script

INT

4

=

1

+

3.5

+

Diplomacy

CHA

33

=

6

+

23.0

+

4

Gather Information

CHA

12

=

6

+

6.0

+

Knowledge (Architecture and Engineering)

INT

2

=

1

+

1.5

+

Knowledge (Local)

INT

2

=

1

+

1.0

+

Knowledge (Nobility and Royalty)

INT

24

=

1

+

23.0

+

Perfomty (Comedy)

CHA

10

=

6

+

4.0

+

Profession (Miner)

WIS

18

=

1

+

17.0

+

Sleight of Hand

DEX

6

=

1

+

5.0

+

Use Magic Device

CHA

8

=

6

+

2.0

+

=

+

+

✓ : can be used untrained. ✗ : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

18

Turn damage

2d6+24

Turns/day

9

Up to 0

14

1 - 3

15

4 - 6

16

7 - 9

17

10 - 12

18

13 - 15

19

16 - 18

20

19 - 21

21

22 +

22

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

18

Turn damage

2d6 +23

Turns/day

9

Up to 0

14

1 - 3

15

4 - 6

16

7 - 9

17

10 - 12

18

13 - 15

19

16 - 18

20

19 - 21

21

22 +

22

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

SPECIAL ABILITIES

Aura of Courage (Su)

Aura of Good

Divine Grace (Su)

Divine Health (Ex)

Lay on Hands (Su) 120 hp/day

Remove Disease (Sp) 5/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Turn Undead 9/day (turn level 18) (turn damage 2d6+23)

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

Abyssal, Common

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
	<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> Cone-shaped emanation				

* =Domain/Specialty 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	4	3	3	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	20 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<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				
□□□□	Bless Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	<i>Effect:</i> Makes holy water.				<i>Target:</i> Flask of water touched				
□□□□	Bless Weapon	12	None	1 standard action	20 minutes	Touch	V, S	No	Transmutation
	<i>Effect:</i> Weapon strikes true against evil foes.				<i>Target:</i> Weapon touched				
□□□□	Create Water	12	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Conjuration (Creation) [Water]
	<i>Effect:</i> Creates 40 gallons of pure water.				<i>Target:</i> Up to 40 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)
	<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
□□□□	Detect Poison	12	None	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Divination
	<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□	Detect Undead	12	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□	Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain +6 on attack and damage rolls.				<i>Target:</i> You				
□□□□	Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
□□□□	Magic Weapon	12	Will negates (harmless, object)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
□□□□	Protection from Chaos	12	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□	Protection from Evil	12	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□	Read Magic	12	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
	<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□	Resistance	12	Will negates (harmless)	1 standard action	20 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
□□□□	Restoration, Lesser	12	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
□□□□	Virtue	12	Fortitude negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	Bear's Endurance	13	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 20 minutes.				<i>Target:</i> Creature touched				
□□□□	Bull's Strength	13	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 20 minutes.				<i>Target:</i> Creature touched				
□□□□	Delay Poison	13	Fortitude negates (harmless)	1 standard action	20 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 20 hours.				<i>Target:</i> Creature touched				
□□□□	Eagle's Splendor	13	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 20 minutes.				<i>Target:</i> Creature touched				
□□□□	Owl's Wisdom	13	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 20 minutes.				<i>Target:</i> Creature touched				
□□□□	Remove Paralysis	13	Will negates (harmless)	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
□□□□	Resist Energy	13	Fortitude negates (harmless)	1 standard action	200 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				
□□□□	Shield Other	13	Will negates (harmless)	1 standard action	20 hours [D]	Close (75 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
□□□□	Undetectable Alignment	13	Will negates (object)	1 standard action	24 hours	Close (75 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
□□□□	Zone of Truth	13	Will negates	1 standard action	20 minutes	Close (75 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□	Cure Moderate Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
□□□□	Daylight	14	None	1 standard action	200 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□	Discern Lies	14	Will negates	1 standard action	Concentration, up to 20 rounds	Close (75 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□	Dispel Magic	14	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□	Heal Mount	14	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As heal on warhorse or other special mount.				<i>Target:</i> Your mount touched				
□□□□	Magic Circle against Chaos	14	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□	Magic Circle against Evil	14	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 200 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□	Magic Weapon, Greater	14	Will negates (harmless, object)	1 standard action	20 hours	Close (75 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□	Prayer	14	None	1 standard action	20 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion)

* =Domain/Specialty Spell

Paladin Spells

<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.							<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		[Mind-Affecting]
Remove Blindness/Deafness	14	Fortitude negates (harmless)		1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched				
Remove Curse	14	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				
* =Domain/Speciality Spell									