

## NPC

Lawful Good
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 30'		
+0	+0	+1	+0	+0	+0			0	+0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK	SPELL RESISTANCE

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	<b>+14</b>	=	<b>+7</b>	<b>+3</b>	<b>+0</b>	<b>+4</b>		
<b>REFLEX</b> (dexterity)	<b>+8</b>	=	<b>+3</b>	<b>+1</b>	<b>+0</b>	<b>+4</b>		
<b>WILLPOWER</b> (wisdom)	<b>+11</b>	=	<b>+3</b>	<b>+4</b>	<b>+0</b>	<b>+4</b>		


UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d3+3	20/x2

**LAY ON HANDS**

HP per day (44)	Count
0-10	10
11-20	10
21-30	10
31-40	10
41-50	10
51-60	10
61-70	10
71-80	10
81-90	10
91-100	10
101-110	10
111-120	10
121-130	10
131-140	10
141-150	10
151-160	10
161-170	10
171-180	10
181-190	10
191-200	10
201-210	10
211-220	10
221-230	10
231-240	10
241-250	10
251-260	10
261-270	10
271-280	10
281-290	10
291-300	10
301-310	10
311-320	10
321-330	10
331-340	10
341-350	10
351-360	10
361-370	10
371-380	10
381-390	10
391-400	10
401-410	10
411-420	10
421-430	10
431-440	10
441-450	10
451-460	10
461-470	10
471-480	10
481-490	10
491-500	10
501-510	10
511-520	10
521-530	10
531-540	10
541-550	10
551-560	10
561-570	10
571-580	10
581-590	10
591-600	10
601-610	10
611-620	10
621-630	10
631-640	10
641-650	10
651-660	10
661-670	10
671-680	10
681-690	10
691-700	10
701-710	10
711-720	10
721-730	10
731-740	10
741-750	10
751-760	10
761-770	10
771-780	10
781-790	10
791-800	10
801-810	10
811-820	10
821-830	10
831-840	10
841-850	10
851-860	10
861-870	10
871-880	10
881-890	10
891-900	10
901-910	10
911-920	10
921-930	10
931-940	10
941-950	10
951-960	10
961-970	10
971-980	10
981-990	10
991-1000	10

WEIGHT ALLOWANCE					
Light	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Alertness	See Text
Combat Casting	See Text
Spell Penetration	See Text
Weapon Focus (Sling, Sword (Short))	See Text

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

SPECIAL ABILITIES
+4 to Concentration to use spll or spelllike ability
Aura of Courage (Su)
Aura of Good
Divine Grace (Su)
Divine Health (Ex)
Lay on Hands (Su) 44 hp/day
Remove Disease (Sp) 2/week
Smite Evil (Su) 1/day
Special Mount (Sp)
Turn Undead 7/day (turn level 8) (turn damage 2d6+12)

## PROFICIENCIES

<p>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, Shortspeur, 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</p>
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LANGUAGES	
Common	Halfling

# 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/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	2	2	1	0	0	0	0	0	0

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Bless	15	None	1 standard action	11 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				
000000	Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	Effect: Makes holy water.				Target: Flask of water touched				
000000	Bless Weapon	15	None	1 standard action	11 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
000000	Create Water	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 22 gallons of pure water.				Target: Up to 22 gallons of water				
000000	Cure Light Wounds	15	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				
000000	Detect Poison	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
	Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
000000	Detect Undead	15	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
000000	Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +3 on attack and damage rolls.				Target: You				
000000	Endure Elements	15	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				
000000	Magic Weapon	15	Will negates (harmless, object)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
000000	Protection from Chaos	15	Will negates (harmless)	1 standard action	11 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				
000000	Protection from Evil	15	Will negates (harmless)	1 standard action	11 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				
000000	Read Magic	15	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
000000	Resistance	15	Will negates (harmless)	1 standard action	11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
000000	Restoration, Lesser	15	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				
000000	Virtue	15	Fortitude negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	Effect: Subject gains 1 temporary hp.				Target: Creature touched				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Bear's Endurance	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 11 minutes.				Target: Creature touched				
000000	Bull's Strength	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 11 minutes.				Target: Creature touched				
000000	Delay Poison	16	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 11 hours.				Target: Creature touched				
000000	Eagle's Splendor	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 11 minutes.				Target: Creature touched				
000000	Owl's Wisdom	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 11 minutes.				Target: Creature touched				
000000	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Frees one or more creatures from paralysis or slow effect.				Target: Up to four creatures, no two of which can be more than 30 ft. apart				
000000	Resist Energy	16	Fortitude negates (harmless)	1 standard action	110 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				
000000	Shield Other	16	Will negates (harmless)	1 standard action	11 hours [D]	Close (50 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
000000	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (50 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
000000	Zone of Truth	16	Will negates	1 standard action	11 minutes	Close (50 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+10 damage				Target: Creature touched				
000000	Daylight	17	None	1 standard action	110 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
000000	Discern Lies	17	Will negates	1 standard action	Concentration, up to 11 rounds	Close (50 Feet)	V, S, DF	No	Divination
	Effect: Reveals deliberate falsehoods.				Target: 11 creatures, no two of which can be more than 30 ft. apart				
000000	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
000000	Heal Mount	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: As heal on warhorse or other special mount.				Target: Your mount touched				
000000	Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 110 minutes.				Target: 10-ft.-radius emanation from touched creature				
000000	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 110 minutes.				Target: 10-ft.-radius emanation from touched creature				
000000	Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	11 hours	Close (50 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
000000	Prayer	17	None	1 standard action	11 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion)

\* =Domain/Specialty Spell

## Paladin Spells

<i>Effect: Allies +1 bonus on most rolls, enemies -1 penalty.</i>					<i>Target: All allies and foes within a 40-ft.-radius burst centered on you</i>				[Mind-Affecting]
Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	
<i>Effect: Cures normal or magical conditions.</i>					<i>Target: Creature touched</i>				
Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	
<i>Effect: Frees object or person from curse.</i>					<i>Target: Creature or item touched</i>				
* =Domain/Speciality Spell									