

Roondar Male Gnome Pal6

NAME

Pld6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

Gnome

RACE

0

AGE

Small

SIZE

Male

GENDER

DEITY

3'2"

HEIGHT

42 lbs

WEIGHT

EYES

HAIR

Lawful Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	17	+3	17	+3
CHA Charisma	19	+4	19	+4

HP

hit points

49

AC

armor class

12

INITIATIVE

modifier

+1

BASE ATTACK

bonus

+6/+1

WOUNDS/CURRENT HP

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (24)

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

25.0

Medium

50.0

Heavy

75.0

Lift over head

75.0

Lift off ground

150.0

Push / Drag

375.0

FEATS

Combat Expertise

See Text

Combat Reflexes

See Text

Leadership

See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

9/4.5

Appraise

INT

7

=

4

+

3.0

+

Concentration

CON

10

=

2

+

8.0

+

Diplomacy

CHA

12

=

4

+

8.0

+

Heal

WIS

11

=

3

+

8.0

+

Intimidate

CHA

7

=

4

+

3.0

+

Knowledge (Geography)

INT

4

=

4

+

0.5

+

Knowledge (Local)

INT

8

=

4

+

4.0

+

Knowledge (The Planes)

INT

6

=

4

+

2.0

+

Move Silently

DEX

5

=

1

+

4.5

+

: can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

3

Turn damage

2d6+7

Turns/day

7

Up to 0

-1

1 - 3

0

4 - 6

1

7 - 9

2

10 - 12

3

13 - 15

4

16 - 18

5

19 - 21

6

22 +

7

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

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3

13 - 15

4

16 - 18

5

19 - 21

6

22 +

7

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

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Aura of Courage (Su)

Aura of Good

Divine Grace (Su)

Divine Health (Ex)

Lay on Hands (Su) 24 hp/day

Remove Disease (Sp) 1/week

Smite Evil (Su) 1/day

Speak with Animals (burrowing mammal only, duration 1 minute).

Special Mount (Sp)

Turn Undead 7/day (turn level 3) (turn damage 2d6+7)

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 (Gnome hooked), 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

Common, Dwarven, Elven, Gnome, Goblin, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target:</i> You	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target:</i> Up to four lights, all within a 10- ft-radius area	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target:</i> Illusory sounds (CASTERLEVEL) hour	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> See text	10 ft.	V, S	No	Universal
At Will	Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	10	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, DF	No	Divination
* =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 <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	14	None	1 standard action	6 minutes <i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Bless Water <i>Effect:</i> Makes holy water.	14	Will negates (object)	1 minute	Instantaneous <i>Target:</i> Flask of water touched	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐☐	Bless Weapon <i>Effect:</i> Weapon strikes true against evil foes.	14	None	1 standard action	6 minutes <i>Target:</i> Weapon touched	Touch	V, S	No	Transmutation
☐☐☐☐☐	Create Water <i>Effect:</i> Creates 12 gallons of pure water.	14	None	1 standard action	Instantaneous <i>Target:</i> Up to 12 gallons of water	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	14	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (40 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	14	None	1 standard action	Concentration, up to 6 minutes 60 ft. [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	Divine Favor <i>Effect:</i> You gain +2 on attack and damage rolls.	14	None	1 standard action	1 minute <i>Target:</i> You	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	14	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	14	Will negates (harmless, object)	1 standard action	6 minutes <i>Target:</i> Weapon touched	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐☐	Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	6 minutes [D] <i>Target:</i> Creature touched	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.	14	Will negates (harmless)	1 standard action	6 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	60 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	6 minute <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Restoration, Lesser <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.	14	Will negates (harmless)	3 rounds	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	6 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
* =Domain/Speciality Spell									