

Thorgest Male Human Pal9

NAME

Pld9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'9"

HEIGHT

186 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	15	+2	15	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	18	+4	18	+4

HP

hit points

82

AC

armor class

12

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

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

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 (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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Improved Turning	See Text
Run	See Text
Skill Focus (Diplomacy)	See Text
Weapon Focus (Unarmed Strike, Halberd)	See Text

		SKILLS			MAX RANKS	12/6
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Concentration	CON	14	= 2	+ 12.0	+
	Craft (Blacksmithing)	INT	9	= 4	+ 5.0	+
✓	Diplomacy	CHA	12	= 4	+ 8.0	+
✓	Escape Artist	DEX	5	= 2	+ 0.5	+ 3
	Handle Animal	CHA	14	= 4	+ 10.0	+
✓	Heal	WIS	15	= 4	+ 11.0	+
	Knowledge (Geography)	INT	8	= 4	+ 4.0	+
	Knowledge (Religion)	INT	14	= 4	+ 10.0	+
	Knowledge (The Planes)	INT	5	= 4	+ 1.5	+
	Perform (Act)	CHA	6	= 4	+ 2.0	+
	Profession (Miner)	WIS	16	= 4	+ 12.0	+
			=		+	+
✓ : can be used untrained. X : exclusive skills						

TURN/REBUKE UNDEAD	
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)
Up to 0	3
1 - 3	4
4 - 6	5
7 - 9	6
10 - 12	7
13 - 15	8
16 - 18	9
19 - 21	10
22 +	11
Turn level	7
Turn damage	2d6+11
Turns/day	7
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)
Up to 0	3
1 - 3	4
4 - 6	5
7 - 9	6
10 - 12	7
13 - 15	8
16 - 18	9
19 - 21	10
22 +	11
Turn level	7
Turn damage	2d6 +10
Turns/day	7
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) 36 hp/day	
Remove Disease (Sp) 2/week	
Smite Evil (Su) 1/day	
Special Mount (Sp)	
Turn Undead 7/day (turn level 7) (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, Ransneur, 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, Dwarven, Gnome, Orc	

# 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	1	0	0	0	0	0	0	0

### LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	15	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	15	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	15	None	1 standard action	9 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
□□□□□	Create Water	15	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	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				
□□□□□	Detect Poison	15	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	15	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	15	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	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				
□□□□□	Magic Weapon	15	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	15	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	15	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	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	15	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	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Dispel magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
□□□□□	Virtue	15	Fortitude negates (harmless)	1 standard action	9 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
□□□□□	Bear's Endurance	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 9 minutes.				Target: Creature touched				
□□□□□	Bull's Strength	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 9 minutes.				Target: Creature touched				
□□□□□	Delay Poison	16	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 9 hours.				Target: Creature touched				
□□□□□	Eagle's Splendor	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 9 minutes.				Target: Creature touched				
□□□□□	Owl's Wisdom	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 9 minutes.				Target: Creature touched				
□□□□□	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (45 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				
□□□□□	Resist Energy	16	Fortitude negates (harmless)	1 standard action	90 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				
□□□□□	Shield Other	16	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
□□□□□	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
□□□□□	Zone of Truth	16	Will negates	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

\* =Domain/Speciality Spell