

Thrakil Male Dwarf Pal9

NAME	
Pld9	72000
CLASS	EXPERIENCE
9	45000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
0	Male
AGE	GENDER

DEITY	
4'3"	196 lbs
HEIGHT	WEIGHT
	,
EYES	HAIR

Lawful Good
ALIGNMENT
Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP hit points	91	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED										
STR Strength	16	+3	16	+3	AC armor class	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0	Walk 20'				
DEX Dexterity	13	+1	13	+1	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		
CON Constitution	16	+3	16	+3	INITIATIVE modifier	+1				=	+1				+	+0													
INT Intelligence	14	+2	14	+2	BASE ATTACK bonus	+9/+4																							
WIS Wisdom	18	+4	18	+4																									
CHA Charisma	18	+4	18	+4																									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers					
FORTITUDE (constitution)	+13	=	+6	+	+3	+	+0	+	+4	+		
REFLEX (dexterity)	+8	=	+3	+	+1	+	+0	+	+4	+		
WILLPOWER (wisdom)	+11	=	+3	+	+4	+	+0	+	+4	+		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	
RANGED attack bonus	+10/+5	=	+9/+4	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+12/+7	=	+9/+4	+	+3	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
-------	------	----	--------	-------	---------------

LAY ON HANDS	
HP per day (36)	<div></div>

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

FEATS	
Exotic Weapon Proficiency	See Text
Improved Turning	See Text
Track	See Text

SKILLS		MAX RANKS		12/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Balance	DEX	5	=	1	+ 4.5 +
Handle Animal	CHA	14	=	4	+ 10.0 +
Knowledge (Dungeoneering)	INT	4	=	2	+ 2.5 +
Knowledge (Nobility and Royalty)	INT	12	=	2	+ 10.0 +
Knowledge (The Planes)	INT	2	=	2	+ 0.5 +
Profession (Hunter)	WIS	15	=	4	+ 11.0 +
✓ Swim	STR	5	=	3	+ 2.0 +
				=	+ +
✓ : can be used untrained. x : exclusive skills					

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	7
Up to 0	3	Turn damage	2d6+11
1 - 3	4	Turns/day	7
4 - 6	5		<div></div>
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22 +	11		
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	7
Up to 0	3	Turn damage	2d6+10
1 - 3	4	Turns/day	7
4 - 6	5		<div></div>
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22 +	11		
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 orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+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) 36 hp/day	
Remove Disease (Sp) 2/week	
Smite Evil (Su) 1/day	
Special Mount (Sp)	
Stability	
Stonecunning	
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, Kama, 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, Urgrosh (Dwarven), Waraxe (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Common, Dwarven, Goblin, Terran	

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