

## NPC

## ALIGNMENT

|                             |
|-----------------------------|
| Darkvision (60'),<br>Normal |
| VISION                      |
| 0                           |
| POINTS                      |

**INITIATIVE**  
modifier

**BASE ATTACK**  
bonus

Diagram illustrating the calculation of Initiative modifier and Base Attack bonus:

- INITIATIVE modifier:** Calculated as  $+1 = +1 + +0$ . The components are:
  - TOTAL:** +1
  - DEX MODIFIER:** +1
  - MISC MODIFIER:** +0
- BASE ATTACK bonus:** Calculated as  $+12/+7/+2$ .


|   |                                  | SKILLS      |                |                  |        | MAX RANKS     | 15/7.5 |
|---|----------------------------------|-------------|----------------|------------------|--------|---------------|--------|
| SKILL NAME                                      |                                  | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS  | MISC MODIFIER |        |
| ✓   | Concentration                    | CON         | 17             | = 5              | + 12.0 | +             |        |
| ✓   | Diplomacy                        | CHA         | 20             | = 4              | + 12.0 | +             | 4      |
|   | Handle Animal                    | CHA         | 12             | = 4              | + 8.0  | +             |        |
| ✓   | Intimidate                       | CHA         | 6              | = 4              | + 2.0  | +             |        |
|   | Knowledge (Nobility and Royalty) | INT         | 11             | = 1              | + 10.0 | +             |        |
|   |                                  |             |                |                  | =      | +             | +      |
| ✓ : can be used untrained, X : exclusive skills |                                  |             |                |                  |        |               |        |

|                                | TOTAL      |   | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|------------|---|-------------------|---------------|---------------|---------------|---------------|
| <b>MELEE</b><br>attack bonus   | +16/+11/+6 | = | +12/+7/+2         | +4            | +0            | +0            |               |
| <b>RANGED</b><br>attack bonus  | +13/+8/+3  | = | +12/+7/+2         | +1            | +0            | +0            |               |
| <b>GRAPPLE</b><br>attack bonus | +16/+11/+6 | = | +12/+7/+2         | +4            | +0            | +0            |               |

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

| 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 |

| FEATS                       |          |
|-----------------------------|----------|
| Diligent                    | See Text |
| Improved Critical (Longbow) | See Text |
| Leadership                  | See Text |
| Negotiator                  | See Text |
| Weapon Focus (Longbow)      | See Text |

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

## 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) 48 hp/day

Remove Disease (Sp) 3/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Stability

Stonecunning

Turn Undead 7/day (turn level 9) (turn damage 2d6+13)

## 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, 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/Exotic), Waraxe (Dwarven/Martial), Warhammer</p> |
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| LANGUAGES            |
|----------------------|
| Common, Dwarven, 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/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                                    |
|-------|---|----|---------------------------------|-------------------|---|-----------------|------------|--------------------------|---|
| □□□□□ | Bless   | 13 | None                            | 1 standard action | 12 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   | 13 | 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  | 13 | None                            | 1 standard action | 12 minutes  | Touch           | V, S       | No                       | Transmutation                             |
|       | Effect: Weapon strikes true against evil foes.  |    |                                 |                   | Target: Weapon touched  |                 |            |                          |   |
| □□□□□ | Create Water  | 13 | None                            | 1 standard action | Instantaneous   | Close (55 Feet) | V, S       | No                       | Conjuration (Creation) [Water]            |
|       | Effect: Creates 24 gallons of pure water.   |    |                                 |                   | Target: Up to 24 gallons of water   |                 |            |                          |   |
| □□□□□ | Cure Light Wounds   | 13 | 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   | 13 | None                            | 1 standard action | Instantaneous   | Close (55 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   | 13 | None                            | 1 standard action | Concentration, up to 12 minutes [D]   | 60 ft.          | V, S, M/DF | No                       | Divination                                |
|       | Effect: Reveals undead within 60 ft.  |    |                                 |                   | Target: Cone-shaped emanation   |                 |            |                          |   |
| □□□□□ | Divine Favor  | 13 | None                            | 1 standard action | 1 minute  | Personal        | V, S, DF   | No                       | Evocation                                 |
|       | Effect: You gain +4 on attack and damage rolls.                                       |    |                                 |                   | Target: You   |                 |            |                          |   |
| □□□□□ | Endure Elements   | 13 | 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  | 13 | Will negates (harmless, object) | 1 standard action | 12 minutes  | Touch           | V, S, DF   | Yes (harmless, object)   | Transmutation                             |
|       | Effect: Weapon gains +1 bonus.  |    |                                 |                   | Target: Weapon touched  |                 |            |                          |   |
| □□□□□ | Protection from Chaos   | 13 | Will negates (harmless)         | 1 standard action | 12 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  | 13 | Will negates (harmless)         | 1 standard action | 12 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  | 13 | None                            | 1 standard action | 120 minutes   | Personal        | V, S, F    | No                       | Divination                                |
|       | Effect: Read scrolls and spellbooks.  |    |                                 |                   | Target: You   |                 |            |                          |   |
| □□□□□ | Resistance  | 13 | Will negates (harmless)         | 1 standard action | 12 minute   | Touch           | V, S, M/DF | Yes (harmless)           | Abjuration                                |
|       | Effect: Subject gains +1 on saving throws.  |    |                                 |                   | Target: Creature touched  |                 |            |                          |   |
| □□□□□ | Restoration, Lesser   | 13 | 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  |                 |            |                          |   |
| □□□□□ | Virtue  | 13 | Fortitude negates (harmless)    | 1 standard action | 12 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   | 14 | Will negates (harmless)      | 1 standard action | 12 minutes  | Touch           | V, S, DF   | Yes              | Transmutation                             |
|       | Effect: Subject gains +4 to Con for 12 minutes.  |    |                              |                   | Target: Creature touched  |                 |            |                  |   |
| □□□□□ | Bull's Strength  | 14 | Will negates (harmless)      | 1 standard action | 12 minutes  | Touch           | V, S, M/DF | Yes (harmless)   | Transmutation                             |
|       | Effect: Subject gains +4 to Str for 12 minutes.  |    |                              |                   | Target: Creature touched  |                 |            |                  |   |
| □□□□□ | Delay Poison   | 14 | Fortitude negates (harmless) | 1 standard action | 12 hours  | Touch           | V, S, DF   | Yes (harmless)   | Conjuration (Healing)                     |
|       | Effect: Stops poison from harming subject for 12 hours.                                |    |                              |                   | Target: Creature touched  |                 |            |                  |   |
| □□□□□ | Eagle's Splendor   | 14 | Will negates (harmless)      | 1 standard action | 12 minutes  | Touch           | V, S, M/DF | Yes              | Transmutation                             |
|       | Effect: Subject gains +4 to Cha for 12 minutes.  |    |                              |                   | Target: Creature touched  |                 |            |                  |   |
| □□□□□ | Owl's Wisdom   | 14 | Will negates (harmless)      | 1 standard action | 12 minutes  | Touch           | V, S, M/DF | Yes              | Transmutation                             |
|       | Effect: Subject gains +4 to Wis for 12 minutes.  |    |                              |                   | Target: Creature touched  |                 |            |                  |   |
| □□□□□ | Remove Paralysis   | 14 | Will negates (harmless)      | 1 standard action | Instantaneous   | Close (55 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  | 14 | Fortitude negates (harmless) | 1 standard action | 120 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   | 14 | Will negates (harmless)      | 1 standard action | 12 hours [D]  | Close (55 Feet) | V, S, F    | Yes (harmless)   | Abjuration                                |
|       | Effect: You take half of subject's damage.   |    |                              |                   | Target: One creature  |                 |            |                  |   |
| □□□□□ | Undetectable Alignment   | 14 | Will negates (object)        | 1 standard action | 24 hours  | Close (55 Feet) | V, S       | Yes (object)     | Abjuration                                |
|       | Effect: Conceals alignment for 24 hours.   |    |                              |                   | Target: One creature or object  |                 |            |                  |   |
| □□□□□ | Zone of Truth  | 14 | Will negates                 | 1 standard action | 12 minutes  | Close (55 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                   |
|-------|--|----|---------------------------------|-------------------|--|-------------------|------------|--------------------------|--------------------------|
| □□□□□ | Cure Moderate Wounds   | 15 | 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   |                   |            |                          |                          |
| □□□□□ | Daylight   | 15 | None                            | 1 standard action | 120 minutes [D]  | Touch             | V, S       | No                       | Evocation [Light]        |
|       | Effect: 60-ft. radius of bright light.                           |    |                                 |                   | Target: Object touched   |                   |            |                          |                          |
| □□□□□ | Discern Lies   | 15 | Will negates                    | 1 standard action | Concentration, up to 12 rounds   | Close (55 Feet)   | V, S, DF   | No                       | Divination               |
|       | Effect: Reveals deliberate falsehoods.                           |    |                                 |                   | Target: 12 creatures, no two of which can be more than 30 ft. apart  |                   |            |                          |                          |
| □□□□□ | Dispel Magic   | 15 | None                            | 1 standard action | Instantaneous  | Medium (220 Feet) | V, S       | No                       | Abjuration               |
|       | Effect: Cancels magical spells and effects.                      |    |                                 |                   | Target: One spellcaster, creature, or object; or 20-ft.-radius burst   |                   |            |                          |                          |
| □□□□□ | Heal Mount   | 15 | 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   |                   |            |                          |                          |
| □□□□□ | Magic Circle against Chaos                                       | 15 | Will negates (harmless)         | 1 standard action | 120 minutes  | Touch             | V, S, M/DF | No; see text             | Abjuration [Lawful]      |
|       | Effect: As protection spells, but 10-ft. radius and 120 minutes. |    |                                 |                   | Target: 10-ft.-radius emanation from touched creature  |                   |            |                          |                          |
| □□□□□ | Magic Circle against Evil  | 15 | Will negates (harmless)         | 1 standard action | 120 minutes  | Touch             | V, S, M/DF | No; see text             | Abjuration [Good]        |
|       | Effect: As protection spells, but 10-ft. radius and 120 minutes. |    |                                 |                   | Target: 10-ft.-radius emanation from touched creature  |                   |            |                          |                          |
| □□□□□ | Magic Weapon, Greater  | 15 | Will negates (harmless, object) | 1 standard action | 12 hours   | Close (55 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] |                   |            |                          |                          |
| □□□□□ | Prayer   | 15 | None                            | 1 standard action | 12 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   | 15 | 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  | 15 | 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  |    |                              |                   |   |       |      |                |                       |