

## 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	MODIFIER	SIZE	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK	SPELL RESISTANCE

		SKILLS			MAX RANKS		9/4.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Diplomacy	CHA	11	= 4	+ 5.0	+ 2	
	Handle Animal	CHA	13	= 4	+ 9.0	+	
✓	Intimidate	CHA	7	= 4	+ 3.0	+	
	Knowledge (Dungeoneering)	INT	2	= 1	+ 1.0	+	
	Knowledge (History)	INT	1	= 1	+ 0.5	+	
	Knowledge (Local)	INT	2	= 1	+ 1.0	+	
	Knowledge (Nature)	INT	4	= 1	+ 3.0	+	
	Knowledge (The Planes)	INT	3	= 1	+ 2.5	+	
	Spellcraft	INT	2	= 1	+ 1.0	+	
	Use Magic Device	CHA	4	= 4	+ 0.5	+	

= + +

✓ : 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
Up to 0	-1	Turns/day	11
1 - 3	0	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div><div></div></div> <p>NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice</p>	
4 - 6	1		
7 - 9	2		
10 - 12	3		
13 - 15	4		
16 - 18	5		
19 - 21	6		
22 +	7		

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

Extra Turning (1x)	See Text
Leadership	See Text
Negotiator	See Text
Weapon Focus (Shortbow (Composite))	See Text

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

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
Special Mount (Sp)
Turn Undead 11/day (turn level 3) (turn damage 2d6+7)

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, Shortspears, 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

Common, Gnoll
---------------

# 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	0	0	0	0	0	0	0	0

# LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	14	None	1 standard action	6 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	14	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	14	None	1 standard action	6 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
□□□□□	Create Water	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 12 gallons of pure water.				Target: Up to 12 gallons of water				
□□□□□	Cure Light Wounds	14	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	14	None	1 standard action	Instantaneous	Close (40 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	14	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Divine Favor	14	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +2 on attack and damage rolls.				Target: You				
□□□□□	Endure Elements	14	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	14	Will negates (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
□□□□□	Protection from Chaos	14	Will negates (harmless)	1 standard action	6 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	14	Will negates (harmless)	1 standard action	6 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	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Restoration, Lesser	14	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	14	Fortitude negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	Effect: Subject gains 1 temporary hp.				Target: Creature touched				

\* =Domain/Speciality Spell