

Roondar Male Gnome Pal8

NAME

Pld8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	18	+4	18	+4
CON Constitution	14	+2	14	+2
INT Intelligence	15	+2	15	+2
WIS Wisdom	13	+1	13	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+12

=

+6

+

+2

+

+0

+

+4

+

+

+10

=

+2

+

+4

+

+0

+

+4

+

+

+7

=

+2

+

+1

+

+0

+

+4

+

+

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
	+9/+4	1d2	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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LAY ON HANDS

HP per day (32)

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	Medium	Heavy
	28.0	57.0	86.0
	Lift over head	Lift off ground	Push / Drag
	86.0	172.0	430.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Extra Turning (1x)	See Text

NPC

PLAYERNAME

Gnome

RACE

0

AGE

Small

SIZE

Male

GENDER

3'4"

HEIGHT

44 lbs

WEIGHT

EYES

HAIR

POINTS

HP
hit points

58

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

11

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+8/+3

DEITY

3'4"

HEIGHT

44 lbs

WEIGHT

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 20'

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Concentration	CON	10	=	2	+ 8.0 +
Craft (Alchemy)	INT	12	=	2	+ 8.0 + 2
Diplomacy	CHA	15	=	4	+ 11.0 +
Handle Animal	CHA	11	=	4	+ 7.0 +
Heal	WIS	7	=	1	+ 6.0 +
Knowledge (History)	INT	4	=	2	+ 2.0 +

✓ : can be used untrained. ✕ : exclusive skills

TURN/REBUKE UNDEAD	TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
	Up to 0	1	5	2d6+9	11
	1 - 3	2			
	4 - 6	3			
	7 - 9	4			
	10 - 12	5			
	13 - 15	6			
	16 - 18	7			
	19 - 21	8			
	22 +	9			

TURN/REBUKE UNDEAD	TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
	Up to 0	1	5	2d6 +9	11
	1 - 3	2			
	4 - 6	3			
	7 - 9	4			
	10 - 12	5			
	13 - 15	6			
	16 - 18	7			
	19 - 21	8			
	22 +	9			

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) 32 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 11/day (turn level 5) (turn damage 2d6+9)

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, Ranscur, 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
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LANGUAGES	Common, Elven, Gnome, Orc
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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	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft-radius area (CASTERLEVEL) rounds [D]	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> Illusory sounds (CASTERLEVEL) hour	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	<i>Target:</i> See text 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.	12	None	1 standard action	8 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Bless Water <i>Effect:</i> Makes holy water.	12	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐☐	Bless Weapon <i>Effect:</i> Weapon strikes true against evil foes.	12	None	1 standard action	<i>Target:</i> Flask of water touched 8 minutes	Touch	V, S	No	Transmutation
☐☐☐☐☐	Create Water <i>Effect:</i> Creates 16 gallons of pure water.	12	None	1 standard action	<i>Target:</i> Weapon touched Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	12	Will half (harmless); see text	1 standard action	<i>Target:</i> Up to 16 gallons of water Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (45 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	12	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 8 minutes 60 ft. [D] <i>Target:</i> Cone-shaped emanation		V, S, M/DF	No	Divination
☐☐☐☐☐	Divine Favor <i>Effect:</i> You gain +2 on attack and damage rolls.	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	12	Will negates (harmless)	1 standard action	<i>Target:</i> You 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	12	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 8 minutes	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.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Weapon touched 8 minutes [D]	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.	12	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	<i>Target:</i> Creature touched 80 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	<i>Target:</i> You 8 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Restoration, Lesser <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.	12	Will negates (harmless)	3 rounds	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Virtue <i>Effect:</i> Subject gains 1 temporary hp.	12	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
* =Domain/Speciality Spell									