

Merla Female Halfling Pa19

NAME

Pld19

CLASS

19

TCL

342000

EXPERIENCE

190000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'9"

HEIGHT

28 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	18	+4	18	+4
CON Constitution	17	+3	17	+3
INT Intelligence	17	+3	17	+3
WIS Wisdom	18	+4	18	+4
CHA Charisma	20	+5	20	+5

HP  
hit points

174

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

0

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+19/+14/+9/+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+20

TOTAL

+11

BASE SAVE

+3

ABILITY MODIFIER

+0

MAGIC MODIFIER

+6

MISC MODIFIER

+6

TEMP MODIFIER

+6

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+22/+17/+12/+7

TOTAL

+19/+14/+9/+4

BASE ATTACK BONUS

+2

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+6

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+22/+17/+12/+7

DAMAGE

1d2+2

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (95)

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

43.0

Medium

87.0

Heavy

131.0

Lift over head

131.0

Lift off ground

262.0

Push / Drag

655.0

FEATS

Blind-Fight

See Text

Combat Expertise

See Text

Improved Turning

See Text

Leadership

See Text

Weapon Finesse

See Text

Weapon Focus (Longsword, Warhammer)

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

CONCENTRATION

CON

24

=

3

+

21.0

CRAFT (Alchemy)

INT

15

=

3

+

12.0

HEAL

WIS

25

=

4

+

21.0

KNOWLEDGE (Nobility and Royalty)

INT

19

=

3

+

16.0

KNOWLEDGE (Religion)

INT

21

=

3

+

18.0

SENSE MOTIVE

WIS

26

=

4

+

22.0

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

17

Turn damage

2d6+22

Turns/day

8

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

17

Turn damage

2d6+21

Turns/day

8

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

Aura of Courage (Su)

Aura of Good

Divine Grace (Su)

Divine Health (Ex)

Lay on Hands (Su) 95 hp/day

Remove Disease (Sp) 5/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Turn Undead 8/day (turn level 17) (turn damage 2d6+21)

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, 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, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Elven, Halfling, 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	4	4	4	3	0	0	0	0	0

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
00000	Bless	15	None	1 standard action	19 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				
00000	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				
00000	Bless Weapon	15	None	1 standard action	19 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
00000	Create Water	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 38 gallons of pure water.				Target: Up to 38 gallons of water				
00000	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				
00000	Detect Poison	15	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
	Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
00000	Detect Undead	15	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
00000	Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +6 on attack and damage rolls.				Target: You				
00000	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				
00000	Magic Weapon	15	Will negates (harmless, object)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
00000	Protection from Chaos	15	Will negates (harmless)	1 standard action	19 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				
00000	Protection from Evil	15	Will negates (harmless)	1 standard action	19 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				
00000	Read Magic	15	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
00000	Resistance	15	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
00000	Restoration, Lesser	15	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				
00000	Virtue	15	Fortitude negates (harmless)	1 standard action	19 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
00000	Bear's Endurance	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 19 minutes.				Target: Creature touched				
00000	Bull's Strength	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 19 minutes.				Target: Creature touched				
00000	Delay Poison	16	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 19 hours.				Target: Creature touched				
00000	Eagle's Splendor	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 19 minutes.				Target: Creature touched				
00000	Owl's Wisdom	16	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 19 minutes.				Target: Creature touched				
00000	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (70 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				
00000	Resist Energy	16	Fortitude negates (harmless)	1 standard action	190 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				
00000	Shield Other	16	Will negates (harmless)	1 standard action	19 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
00000	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
00000	Zone of Truth	16	Will negates	1 standard action	19 minutes	Close (70 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
00000	Cure Moderate Wounds	17	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				
00000	Daylight	17	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
00000	Discern Lies	17	Will negates	1 standard action	Concentration, up to 19 rounds	Close (70 Feet)	V, S, DF	No	Divination
	Effect: Reveals deliberate falsehoods.				Target: 19 creatures, no two of which can be more than 30 ft. apart				
00000	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
00000	Heal Mount	17	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				
00000	Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 190 minutes.				Target: 10-ft.-radius emanation from touched creature				
00000	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 190 minutes.				Target: 10-ft.-radius emanation from touched creature				
00000	Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	19 hours	Close (70 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]				
00000	Prayer	17	None	1 standard action	19 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion)
	* =Domain/Specialty Spell								

# Paladin Spells

[Mind-Affecting]

*Effect:* Allies +1 bonus on most rolls, enemies -1 penalty.

*Target:* All allies and foes within a 40-ft.-radius burst centered on you

Remove Blindness/Deafness 17 Fortitude negates (harmless) 1 standard action  
*Effect:* Cures normal or magical conditions.

Instantaneous Touch V, S Yes (harmless) Conjunction (Healing)  
*Target:* Creature touched

Remove Curse 17 Will negates (harmless) 1 standard action  
*Effect:* Frees object or person from curse.

Instantaneous Touch V, S Yes (harmless) Abjuration  
*Target:* Creature or item touched

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Break Enchantment	18	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 19 creatures, all within 30 ft. of each other				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjunction (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
Death Ward	18	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
Dispel Chaos	18	See text	1 standard action	19 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Dispel Evil	18	See text	1 standard action	19 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Holy Sword	18	None	1 standard action	19 rounds	Touch	V, S	No	Evocation [Good]
<i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.				<i>Target:</i> Melee weapon touched				
Mark of Justice	18	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
Neutralize Poison	18	Will negates (harmless, object)	1 standard action	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjunction (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 19 cu. ft. touched				
Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjunction (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell