

Portia Female Halfling Pal7

NAME

Pld7

CLASS

7

TCL

42000

EXPERIENCE

28000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'10"

HEIGHT

29 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	16	+3	16	+3
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	16	+3	16	+3
CHA Charisma	19	+4	19	+4

HP

hit points

57

AC

armor class

14

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

TOTAL

11

14

10

0

0

3

1

0

0

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SAVING THROWS

FORTITUDE

(constitution)

+12

REFLEX

(dexterity)

+10

WILLPOWER

(wisdom)

+10

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

+12

+5

+2

+0

+5

+10

+2

+3

+0

+5

+10

+2

+3

+0

+5

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+11/+6

GRAPPLE

attack bonus

+11/+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

+11/+6

+7/+2

+3

+1

+0

+11/+6

+7/+2

+3

+1

+0

+11/+6

+7/+2

+3

+1

+0

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+11/+6

1d2+3

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (28)

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

57.0

Medium

114.0

Heavy

172.0

Lift over head

172.0

Lift off ground

344.0

Push / Drag

860.0

FEATS

Combat Reflexes

See Text

Dodge

See Text

Leadership

See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

0

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

10/5

Concentration

CON

12

=

2

+

10.0

+

Disable Device

INT

2

=

1

+

1.0

+

Knowledge (Nobility and Royalty)

INT

11

=

1

+

10.0

+

Ride

DEX

11

=

3

+

8.0

+

: can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

4

Turn damage

2d6+8

Turns/day

7

Up to 0

0

1 - 3

1

4 - 6

2

7 - 9

3

10 - 12

4

13 - 15

5

16 - 18

6

19 - 21

7

22 +

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

4

Turn damage

2d6 +8

Turns/day

7

Up to 0

0

1 - 3

1

4 - 6

2

7 - 9

3

10 - 12

4

13 - 15

5

16 - 18

6

19 - 21

7

22 +

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) 28 hp/day

Remove Disease (Sp) 1/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Turn Undead 7/day (turn level 4) (turn damage 2d6+8)

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, Halfling

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	7 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	7 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 14 gallons of pure water.				Target: Up to 14 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 7 minutes [D]	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	7 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	7 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	7 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	70 minutes	Personal	V, S, F	No	Divination		
	Effect: Read scrolls and spellbooks.				Target: You						
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	7 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	7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation		
	Effect: Subject gains 1 temporary hp.				Target: Creature touched						
* =Domain/Speciality Spell											