

Aralol Male Half-Elf Pal8

NAME
Pld8
CLASS
8
TCL

56000
EXPERIENCE
36000
NEXT LEVEL

NPC

PLAYERNAME
Half-Elf
RACE
0
AGE

Medium
SIZE
Male
GENDER

DEITY
5'6"
HEIGHT
122 lbs
WEIGHT
EYES
HAIR

Lawful Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	19	+4	19	+4

HP
hit points
47

AC
armor class
11

INITIATIVE
modifier
+1

BASE ATTACK
bonus
+8/+3

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED
Walk 30'

TOTAL : FLAT : TOUCH = BASE

ARMOR BONUS SHIELD BONUS STAT MODIFIER SIZE MODIFIER NATURAL ARMOR MODIFIER MISC MODIFIER MISS CHANCE

ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

TOTAL = +1 = +1 + +0
DEX MODIFIER MISC MODIFIER

SAVING THROWS

FORTITUDE
(constitution)
REFLEX
(dexterity)
WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

+11 = +6 + +1 + +0 + +4 +
+7 = +2 + +1 + +0 + +4 +
+9 = +2 + +3 + +0 + +4 +

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

+11/+6 = +8/+3 + +3 + +0 + +0 +
+9/+4 = +8/+3 + +1 + +0 + +0 +
+11/+6 = +8/+3 + +3 + +0 + +0 +

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+11/+6

1d3+3

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day
(32)

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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Brew Potion	See Text
Extra Turning (1x)	See Text
Leadership	See Text

SKILLS					MAX RANKS	11/5.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise	INT	6	=	4	+ 2.0	+
Craft (Blacksmithing)	INT	8	=	4	+ 4.0	+
Handle Animal	CHA	14	=	4	+ 10.0	+
✓ Heal	WIS	12	=	3	+ 9.0	+
Knowledge (Geography)	INT	6	=	4	+ 2.0	+
Perform (String Instruments)	CHA	9	=	4	+ 5.0	+
✓ Ride	DEX	13	=	1	+ 10.0	+ 2
✓ Search	INT	10	=	4	+ 5.5	+ 1
Tumble	DEX	5	=	1	+ 4.0	+
✓ : can be used untrained. X : exclusive skills						

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

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10 - 12	5		
13 - 15	6		
16 - 18	7		
19 - 21	8		
22 +	9		

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Aura of Courage (Su)	
Aura of Good	
Divine Grace (Su)	
Divine Health (Ex)	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Lay on Hands (Su) 32 hp/day	
Remove Disease (Sp) 1/week	
Smite Evil (Su) 1/day	
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 (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	

LANGUAGES	
Common, Elven, Gnome, Halfling, Infernal, Terran	

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	1	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	8 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	8 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 (45 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 16 gallons of pure water.				Target: Up to 16 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 (45 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 8 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	8 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	8 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	8 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	80 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	8 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: Dispel magical ability penalty or repairs 1d4 ability damage.				Target: Creature touched				
□□□□□	Virtue	14	Fortitude negates (harmless)	1 standard action	8 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	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 8 minutes.				Target: Creature touched				
□□□□□	Bull's Strength	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 8 minutes.				Target: Creature touched				
□□□□□	Delay Poison	15	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 8 hours.				Target: Creature touched				
□□□□□	Eagle's Splendor	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 8 minutes.				Target: Creature touched				
□□□□□	Owl's Wisdom	15	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 8 minutes.				Target: Creature touched				
□□□□□	Remove Paralysis	15	Will negates (harmless)	1 standard action	Instantaneous	Close (45 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	15	Fortitude negates (harmless)	1 standard action	80 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	15	Will negates (harmless)	1 standard action	8 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
□□□□□	Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
□□□□□	Zone of Truth	15	Will negates	1 standard action	8 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

* =Domain/Speciality Spell