

Ingigrd Female Half-Elf Pal9

NAME
Pld9
CLASS
9
TCL
72000
EXPERIENCE
45000
NEXT LEVEL

NPC

PLAYERNAME
Half-Elf
RACE
Medium
SIZE
5'2"
HEIGHT
134 lbs
WEIGHT
0
AGE
Female
GENDER

Lawful Good

ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME
STR
Strength
15
+2
15
+2
DEX
Dexterity
12
+1
12
+1
CON
Constitution
12
+1
12
+1
INT
Intelligence
12
+1
12
+1
WIS
Wisdom
20
+5
20
+5
CHA
Charisma
18
+4
18
+4

HP
hit points
69
AC
armor class
11
TOTAL
10
FLAT
11
TOUCH
10
BASE
INITIATIVE
modifier
+1
TOTAL
+1
DEX
MODIFIER
+0
MISC
MODIFIER
BASE ATTACK
bonus
+9/+4

SAVING THROWS
FORTITUDE
(constitution)
REFLEX
(dexterity)
WILLPOWER
(wisdom)
TOTAL
+11
+8
+12
BASE SAVE
+6
+3
+3
ABILITY MODIFIER
+1
+1
+5
MAGIC MODIFIER
+0
+0
+0
MISC MODIFIER
+4
+4
+4
TEMP MODIFIER
conditional modifiers

MELEE
attack bonus
TOTAL
+11/+6
BASE ATTACK BONUS
+9/+4
STAT MODIFIER
+2
SIZE MODIFIER
+0
MISC MODIFIER
+0
TEMP MODIFIER
RANGED
attack bonus
TOTAL
+10/+5
BASE ATTACK BONUS
+9/+4
STAT MODIFIER
+1
SIZE MODIFIER
+0
MISC MODIFIER
+0
TEMP MODIFIER
GRAPPLE
attack bonus
TOTAL
+11/+6
BASE ATTACK BONUS
+9/+4
STAT MODIFIER
+2
SIZE MODIFIER
+0
MISC MODIFIER
+0
TEMP MODIFIER

UNARMED
TOTAL ATTACK BONUS
+11/+6
DAMAGE
1d3+2
CRITICAL
20/x2

ARMOR
TYPE
AC
MAXDEX
CHECK
SPELL FAILURE
LAY ON HANDS
HP per day
(36)

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
66.0
Medium
133.0
Heavy
200.0
Lift over head
200.0
Lift off ground
400.0
Push / Drag
1000.0

FEATS
Blind-Fight
See Text
Improved Bull Rush
See Text
Power Attack
See Text
Silent Spell
See Text

DEITY
5'2"
HEIGHT
134 lbs
WEIGHT
0
AGE
Female
GENDER
EYES
HAIR

SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED
Walk 30'
ARCANE SPELL FAILURE
ARMOR CHECK PENALTY
SPELL RESISTANCE

SKILLS
SKILL NAME
KEY ABILITY
SKILL MODIFIER
ABILITY MODIFIER
RANKS
MISC MODIFIER
Craft (Blacksmithing)
INT
13
= 1 + 12.0 +
Diplomacy
CHA
17
= 4 + 11.0 + 2
Forgery
INT
4
= 1 + 3.0 +
Sense Motive
WIS
7
= 5 + 2.0 +
Speak Language
5
= 0 + 2.0 +
: can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD
TURNING CHECK
RESULT
UNDEAD AFFECTED
(MAXIMUM HIT DICE)
Turn level
6
Turn damage
2d6 +10
Turns/day
7
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
6
Turn damage
2d6 +10
Turns/day
7
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

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) 36 hp/day
Remove Disease (Sp) 2/week
Smite Evil (Su) 1/day
Special Mount (Sp)
Turn Undead 7/day (turn level 6) (turn damage 2d6+10)

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
Abyssal, Common, Dwarven, Elven, Gnoll, Infernal, Terran, Undercommon

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	3	1	0	0	0	0	0	0	0

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	16	None	1 standard action	9 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	16	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	16	None	1 standard action	9 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
□□□□□	Create Water	16	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 18 gallons of pure water.				Target: Up to 18 gallons of water				
□□□□□	Cure Light Wounds	16	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	16	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	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Divine Favor	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +3 on attack and damage rolls.				Target: You				
□□□□□	Endure Elements	16	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	16	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
□□□□□	Protection from Chaos	16	Will negates (harmless)	1 standard action	9 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	16	Will negates (harmless)	1 standard action	9 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	16	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	16	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Restoration, Lesser	16	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	16	Fortitude negates (harmless)	1 standard action	9 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	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 9 minutes.				Target: Creature touched				
□□□□□	Bull's Strength	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 9 minutes.				Target: Creature touched				
□□□□□	Delay Poison	17	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 9 hours.				Target: Creature touched				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 9 minutes.				Target: Creature touched				
□□□□□	Owl's Wisdom	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 9 minutes.				Target: Creature touched				
□□□□□	Remove Paralysis	17	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	17	Fortitude negates (harmless)	1 standard action	90 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	17	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
□□□□□	Undetectable Alignment	17	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	17	Will negates	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

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