

Barur Male Dwarf Pal19

NAME	
Pld19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
0	Male
AGE	GENDER

DEITY	
4'3"	142 lbs
HEIGHT	WEIGHT
	,
EYES	HAIR

Lawful Good
ALIGNMENT
Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	12	+1	12	+1
<b>DEX</b> Dexterity	12	+1	12	+1
<b>CON</b> Constitution	14	+2	14	+2
<b>INT</b> Intelligence	18	+4	18	+4
<b>WIS</b> Wisdom	15	+2	15	+2
<b>CHA</b> Charisma	19	+4	19	+4

  

HP	AC	INITIATIVE	BASE ATTACK
hit points: 161	armor class: 11	modifier: +1	bonus: +19/+14/+9/+4

  

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20'

  

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
11	10	11	10	0	0	1	0	0	0		0	+0	0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+17	+11	+2	+0	+4		
<b>REFLEX</b> (dexterity)	+11	+6	+1	+0	+4		
<b>WILLPOWER</b> (wisdom)	+12	+6	+2	+0	+4		

MELEE	RANGED	GRAPPLE
attack bonus: +20/+15/+10/+5	attack bonus: +20/+15/+10/+5	attack bonus: +20/+15/+10/+5

  

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
+20/+15/+10/+5	+19/+14/+9/+4	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+20/+15/+10/+5	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

LAY ON HANDS
HP per day (76)

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 86.0 Heavy 130.0
Lift over head 130.0 Lift off ground 260.0 Push / Drag 650.0

FEATS
Combat Casting See Text
Combat Reflexes See Text
Quicken Spell See Text
Skill Focus (Heal) See Text
Weapon Focus (Scimitar, Gauntlet (Spiked)) See Text

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Trapmaking)	INT	16	= 4	+ 12.0	+
Diplomacy	CHA	26	= 4	+ 20.0	+ 2
Gather Information	CHA	11	= 4	+ 7.5	+
Heal	WIS	24	= 2	+ 22.0	+
Knowledge (Nobility and Royalty)	INT	24	= 4	+ 20.0	+
Knowledge (Religion)	INT	25	= 4	+ 21.0	+
Sleight of Hand	DEX	4	= 1	+ 3.0	+
Speak Language		9	= 0	+ 9.0	+
Tumble	DEX	7	= 1	+ 6.0	+

✓ : can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	16
Up to 0	12	Turn damage	2d6+20
1 - 3	13	Turns/day	7
4 - 6	14		
7 - 9	15		
10 - 12	16		
13 - 15	17		
16 - 18	18		
19 - 21	19		
22 +	20		

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

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7 - 9	15		
10 - 12	16		
13 - 15	17		
16 - 18	18		
19 - 21	19		
22 +	20		

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

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
+4 to Concentration to use spll or spelllike ability
Aura of Courage (Su)
Aura of Good
Divine Grace (Su)
Divine Health (Ex)
Lay on Hands (Su) 76 hp/day
Remove Disease (Sp) 5/week
Smite Evil (Su) 1/day
Special Mount (Sp)
Stability
Stonecunning
Turn Undead 7/day (turn level 16) (turn damage 2d6+20)

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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Celestial, Common, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, 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
	<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> 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	3	2	0	0	0	0	0

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	13	None	1 standard action	19 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.				<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
□□□□□	Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	<i>Effect:</i> Makes holy water.				<i>Target:</i> Flask of water touched				
□□□□□	Bless Weapon	13	None	1 standard action	19 minutes	Touch	V, S	No	Transmutation
	<i>Effect:</i> Weapon strikes true against evil foes.				<i>Target:</i> Weapon touched				
□□□□□	Create Water	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
	<i>Effect:</i> Creates 38 gallons of pure water.				<i>Target:</i> Up to 38 gallons of water				
□□□□□	Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
□□□□□	Detect Poison	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
	<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□	Detect Undead	13	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□	Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain +6 on attack and damage rolls.				<i>Target:</i> You				
□□□□□	Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
□□□□□	Magic Weapon	13	Will negates (harmless, object)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
□□□□□	Protection from Chaos	13	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□	Protection from Evil	13	Will negates (harmless)	1 standard action	19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□	Read Magic	13	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
	<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□□	Resistance	13	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
□□□□□	Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
□□□□□	Virtue	13	Fortitude negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bear's Endurance	14	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 19 minutes.				<i>Target:</i> Creature touched				
□□□□□	Bull's Strength	14	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 19 minutes.				<i>Target:</i> Creature touched				
□□□□□	Delay Poison	14	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 19 hours.				<i>Target:</i> Creature touched				
□□□□□	Eagle's Splendor	14	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 19 minutes.				<i>Target:</i> Creature touched				
□□□□□	Owl's Wisdom	14	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 19 minutes.				<i>Target:</i> Creature touched				
□□□□□	Remove Paralysis	14	Will negates (harmless)	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
□□□□□	Resist Energy	14	Fortitude negates (harmless)	1 standard action	190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
□□□□□	Shield Other	14	Will negates (harmless)	1 standard action	19 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
□□□□□	Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
□□□□□	Zone of Truth	14	Will negates	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Moderate Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
□□□□□	Daylight	15	None	1 standard action	190 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□	Discern Lies	15	Will negates	1 standard action	Concentration, up to 19 rounds	Close (70 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic	15	None	1 standard action	Instantaneous	Medium (290 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Heal Mount	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> As heal on warhorse or other special mount.				<i>Target:</i> Your mount touched				
□□□□□	Magic Circle against Chaos	15	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	Magic Circle against Evil	15	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard action	19 hours	Close (70 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□□	Prayer	15	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 15 Fortitude negates (harmless) 1 standard action  
*Effect:* Cures normal or magical conditions.

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

Remove Curse 15 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	16	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	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuraton (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
Death Ward	16	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	16	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	16	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	16	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	16	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	16	Will negates (harmless, object)	1 standard action	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuraton (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	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuraton (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell