

Zograh Male Half-orc Pal18

NAME

Pld18

CLASS

18

TCL

306000

EXPERIENCE

171000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

6'0"

HEIGHT

172 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

Lawful Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	18	+4	18	+4
CON Constitution	14	+2	14	+2
INT Intelligence	10	+0	10	+0
WIS Wisdom	15	+2	15	+2
CHA Charisma	19	+4	19	+4

HP  
hit points

155

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

AC  
armor class

14

TOTAL

:

10

:

14

:

10

:

0

:

0

:

4

:

0

:

0

:

0

:

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE  
modifier

+8

TOTAL

=

+4

:

+4

MISC MODIFIER

+4

BASE ATTACK  
bonus

+18/+13/+8/+3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS 21/10.5

✓

Concentration

CON

12

=

2

+

10.0

+

✓

Ride

DEX

22

=

4

+

18.0

+

✓

Sense Motive

WIS

19

=

2

+

15.0

+

2

=

+

+

✓

:

can be used untrained.

✗

:

exclusive skills

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+17

=

+11

+

+2

+

+0

+

+4

+

conditional modifiers

BASE SAVE

+6

+

+4

+

+0

+

+4

+

ABILITY MODIFIER

+2

+

+0

+

+6

+

MAGIC MODIFIER

+0

+

+4

+

MISC MODIFIER

+0

+

+6

+

TEMP MODIFIER

+

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

+22/+17/+12/+7

=

+18/+13/+8/+3

+

+4

+

+0

+

+0

+

BASE ATTACK BONUS

+18/+13/+8/+3

+

+4

+

+0

+

+0

+

STAT MODIFIER

+4

+

+0

+

+0

+

SIZE MODIFIER

+0

+

+0

+

+0

+

MISC MODIFIER

+0

+

+0

+

TEMP MODIFIER

+

UNARMED

TOTAL ATTACK BONUS

+22/+17/+12/+7

DAMAGE

1d3+4

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (72)

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Combat Reflexes

See Text

Improved Initiative

See Text

Iron Will

See Text

Negotiator

See Text

Self Sufficient

See Text

Still Spell

See Text

Weapon Focus (Shortbow)

See Text

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

15

Turn damage

2d6+19

Turns/day

7

Up to 0

11

1 - 3

12

4 - 6

13

7 - 9

14

10 - 12

15

13 - 15

16

16 - 18

17

19 - 21

18

22 +

19

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)

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4 - 6

13

7 - 9

14

10 - 12

15

13 - 15

16

16 - 18

17

19 - 21

18

22 +

19

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

SPECIAL ABILITIES

Aura of Courage (Su)

Aura of Good

Divine Grace (Su)

Divine Health (Ex)

Lay on Hands (Su) 72 hp/day

Orc Blood

Remove Disease (Sp) 5/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Turn Undead 7/day (turn level 15) (turn damage 2d6+19)

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, 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	3	2	1	0	0	0	0	0

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Bless	13	None	1 standard action	18 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				
000000	Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	Effect: Makes holy water.				Target: Flask of water touched				
000000	Bless Weapon	13	None	1 standard action	18 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
000000	Create Water	13	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 36 gallons of pure water.				Target: Up to 36 gallons of water				
000000	Cure Light Wounds	13	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				
000000	Detect Poison	13	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				
000000	Detect Undead	13	None	1 standard action	Concentration, up to 18 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
000000	Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +6 on attack and damage rolls.				Target: You				
000000	Endure Elements	13	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				
000000	Magic Weapon	13	Will negates (harmless, object)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
000000	Protection from Chaos	13	Will negates (harmless)	1 standard action	18 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				
000000	Protection from Evil	13	Will negates (harmless)	1 standard action	18 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				
000000	Read Magic	13	None	1 standard action	180 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
000000	Resistance	13	Will negates (harmless)	1 standard action	18 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
000000	Restoration, Lesser	13	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				
000000	Virtue	13	Fortitude negates (harmless)	1 standard action	18 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
000000	Bear's Endurance	14	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 18 minutes.				Target: Creature touched				
000000	Bull's Strength	14	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 18 minutes.				Target: Creature touched				
000000	Delay Poison	14	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 18 hours.				Target: Creature touched				
000000	Eagle's Splendor	14	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 18 minutes.				Target: Creature touched				
000000	Owl's Wisdom	14	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 18 minutes.				Target: Creature touched				
000000	Remove Paralysis	14	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				
000000	Resist Energy	14	Fortitude negates (harmless)	1 standard action	180 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				
000000	Shield Other	14	Will negates (harmless)	1 standard action	18 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
000000	Undetectable Alignment	14	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				
000000	Zone of Truth	14	Will negates	1 standard action	18 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
000000	Cure Moderate Wounds	15	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				
000000	Daylight	15	None	1 standard action	180 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
000000	Discern Lies	15	Will negates	1 standard action	Concentration, up to 18 rounds	Close (70 Feet)	V, S, DF	No	Divination
	Effect: Reveals deliberate falsehoods.				Target: 18 creatures, no two of which can be more than 30 ft. apart				
000000	Dispel Magic	15	None	1 standard action	Instantaneous	Medium (280 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
000000	Heal Mount	15	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				
000000	Magic Circle against Chaos	15	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 180 minutes.				Target: 10-ft.-radius emanation from touched creature				
000000	Magic Circle against Evil	15	Will negates (harmless)	1 standard action	180 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 180 minutes.				Target: 10-ft.-radius emanation from touched creature				
000000	Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard action	18 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]				
000000	Prayer	15	None	1 standard action	18 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) Conjuration (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 18 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	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
Death Ward	16	Will negates (harmless)	1 standard action	18 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	18 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	18 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	18 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	180 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 18 cu. ft. touched				
Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell