

Bofhild Female Dwarf Pal19

NAME		NPC		DEITY		Lawful Good	
		PLAYERNAME				ALIGNMENT	
Pld19		342000		Dwarf		Darkvision (60'),	
CLASS		EXPERIENCE		Medium		Normal	
19		190000		0		VISION	
TCL		NEXT LEVEL		Female		0	
		AGE		EYES		POINTS	
				HAIR			

ABILITY NAME		ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
STR Strength		19	+4	19	+4	HP hit points						Walk 20'	
DEX Dexterity		12	+1	12	+1	AC armor class		TOTAL				0	
CON Constitution		14	+2	14	+2			: 10		: 11		: 0	
INT Intelligence		13	+1	13	+1			= 10		+ 0		+ 0	
WIS Wisdom		12	+1	12	+1			+ 0		+ 1		+ 0	
CHA Charisma		19	+4	19	+4			+ 0		+ 0		+ 0	
								MISS CHANCE				ARCANE SPELL FAILURE	
												ARMOR CHECK PENALTY	
												SPELL RESISTANCE	

INITIATIVE		+5		= +1		+ +4	
modifier		TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK		+19/+14/+9/+4					
bonus							

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	22/11
✓ Diplomacy	CHA	20	=	4	+ 14.0	+ 2
Disable Device	INT	3	=	1	+ 2.0	+
✓ Disguise	CHA	5	=	4	+ 1.0	+
✓ Escape Artist	DEX	8	=	1	+ 4.5	+ 3
✓ Heal	WIS	16	=	1	+ 15.0	+
Knowledge (Dungeoneering)	INT	4	=	1	+ 3.0	+
✓ Sense Motive	WIS	20	=	1	+ 19.0	+
			=		+	+
		✓ : can be used untrained. X : exclusive skills				

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

MELEE		TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus		+23/+18/+13/+8	= +19/+14/+9/+4	+4	+0	+0	
RANGED		+20/+15/+10/+5	= +19/+14/+9/+4	+1	+0	+0	
attack bonus							
GRAPPLE		+23/+18/+13/+8	= +19/+14/+9/+4	+4	+0	+0	
attack bonus							

UNARMED		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+23/+18/+13/+8	1d3+4	20/x2

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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LAY ON HANDS	
HP per day (76)	<div></div>

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Cleave	See Text
Far Shot	See Text
Improved Initiative	See Text
Point Blank Shot	See Text
Power Attack	See Text
Skill Focus (Diplomacy)	See Text
Weapon Focus (Sling)	See Text

TURN/REBUKE UNDEAD	
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)
Up to 0	12
1 - 3	13
4 - 6	14
7 - 9	15
10 - 12	16
13 - 15	17
16 - 18	18
19 - 21	19
22 +	20
Turn level	16
Turn damage	2d6+20
Turns/day	7
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	

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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.	
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	
Common, Dwarven, Goblin	

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	4	3	0	0	0	0	0	0	0

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	12	None	1 standard action	19 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	12	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	12	None	1 standard action	19 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
□□□□□	Create Water	12	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 38 gallons of pure water.				Target: Up to 38 gallons of water				
□□□□□	Cure Light Wounds	12	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	12	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				
□□□□□	Detect Undead	12	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +6 on attack and damage rolls.				Target: You				
□□□□□	Endure Elements	12	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	12	Will negates (harmless, object)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
□□□□□	Protection from Chaos	12	Will negates (harmless)	1 standard action	19 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	12	Will negates (harmless)	1 standard action	19 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	12	None	1 standard action	190 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	12	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Restoration, Lesser	12	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	12	Fortitude negates (harmless)	1 standard action	19 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	13	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 19 minutes.				Target: Creature touched				
□□□□□	Bull's Strength	13	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 19 minutes.				Target: Creature touched				
□□□□□	Delay Poison	13	Fortitude negates (harmless)	1 standard action	19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 19 hours.				Target: Creature touched				
□□□□□	Eagle's Splendor	13	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 19 minutes.				Target: Creature touched				
□□□□□	Owl's Wisdom	13	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 19 minutes.				Target: Creature touched				
□□□□□	Remove Paralysis	13	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				
□□□□□	Resist Energy	13	Fortitude negates (harmless)	1 standard action	190 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	13	Will negates (harmless)	1 standard action	19 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
□□□□□	Undetectable Alignment	13	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				
□□□□□	Zone of Truth	13	Will negates	1 standard action	19 minutes	Close (70 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				

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