

Bara Female Dwarf Pal10

NAME

Pld10 90000

CLASS EXPERIENCE

10 55000

TCL NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'0"

HEIGHT

135 lbs

WEIGHT

0

AGE

Female

GENDER

DEITY

EYES

HAIR

Lawful Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	13	+1	13	+1
CON Constitution	17	+3	17	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	17	+3	17	+3

HP hit points 99

AC armor class 11

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

INITIATIVE modifier +1

BASE ATTACK bonus +10/+5

SPEED Walk 20'

0 0 0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Bluff	CHA	4	=	3	+ 1.0 +
Concentration	CON	14	=	3	+ 11.0 +
Handle Animal	CHA	14	=	3	+ 11.0 +
Heal	WIS	17	=	4	+ 13.0 +
Knowledge (Dungeoneering)	INT	2	=	1	+ 1.0 +

SAVING THROWS

FORTITUDE (constitution) +13

REFLEX (dexterity) +7

WILLPOWER (wisdom) +10

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE attack bonus +13/+8

RANGED attack bonus +11/+6

GRAPPLE attack bonus +13/+8

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS +13/+8

DAMAGE 1d3+3

CRITICAL 20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (30)

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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS

Leadership See Text

Power Attack See Text

Scribe Scroll See Text

Weapon Focus (Greatsword) See Text

TURN/REBUKE UNDEAD

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	3	7
1 - 3	4	
4 - 6	5	
7 - 9	6	
10 - 12	7	
13 - 15	8	
16 - 18	9	
19 - 21	10	
22 +	11	

Turn damage 2d6+10

Turns/day 6

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

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Up to 0	3	7
1 - 3	4	
4 - 6	5	
7 - 9	6	
10 - 12	7	
13 - 15	8	
16 - 18	9	
19 - 21	10	
22 +	11	

Turn damage 2d6+10

Turns/day 6

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.

Aura of Courage (Su)

Aura of Good

Divine Grace (Su)

Divine Health (Ex)

Lay on Hands (Su) 30 hp/day

Remove Disease (Sp) 2/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Stability

Stonecunning

Turn Undead 6/day (turn level 7) (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, 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	2	2	0	0	0	0	0	0	0

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
000000	Bless	15	None	1 standard action	10 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	15	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	15	None	1 standard action	10 minutes	Touch	V, S	No	Transmutation
	Effect: Weapon strikes true against evil foes.				Target: Weapon touched				
000000	Create Water	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
	Effect: Creates 20 gallons of pure water.				Target: Up to 20 gallons of water				
000000	Cure Light Wounds	15	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	15	None	1 standard action	Instantaneous	Close (50 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	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	Effect: Reveals undead within 60 ft.				Target: Cone-shaped emanation				
000000	Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	Effect: You gain +3 on attack and damage rolls.				Target: You				
000000	Endure Elements	15	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	15	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Weapon gains +1 bonus.				Target: Weapon touched				
000000	Protection from Chaos	15	Will negates (harmless)	1 standard action	10 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	15	Will negates (harmless)	1 standard action	10 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	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
000000	Resistance	15	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
000000	Restoration, Lesser	15	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				
000000	Virtue	15	Fortitude negates (harmless)	1 standard action	10 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	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation
	Effect: Subject gains +4 to Con for 10 minutes.				Target: Creature touched				
000000	Bull's Strength	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subject gains +4 to Str for 10 minutes.				Target: Creature touched				
000000	Delay Poison	16	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	Effect: Stops poison from harming subject for 10 hours.				Target: Creature touched				
000000	Eagle's Splendor	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 10 minutes.				Target: Creature touched				
000000	Owl's Wisdom	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Wis for 10 minutes.				Target: Creature touched				
000000	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (50 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	16	Fortitude negates (harmless)	1 standard action	100 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	16	Will negates (harmless)	1 standard action	10 hours [D]	Close (50 Feet)	V, S, F	Yes (harmless)	Abjuration
	Effect: You take half of subject's damage.				Target: One creature				
000000	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (50 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
000000	Zone of Truth	16	Will negates	1 standard action	10 minutes	Close (50 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				
* =Domain/Speciality Spell									