

Zook Male Gnome Pal11

NAME

Pld11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Gnome

RACE

0

AGE

Small

SIZE

Male

GENDER

3'4"

HEIGHT

44 lbs

WEIGHT

EYES

HAIR

Lawful Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	20	+5	20	+5

HP

hit points

93

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

SAVING THROWS

FORTITUDE

(constitution)

+14

REFLEX

(dexterity)

+11

WILLPOWER

(wisdom)

+14

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+13/+8/+3

RANGED

attack bonus

+15/+10/+5

GRAPPLE

attack bonus

+13/+8/+3

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

LAY ON HANDS

HP per day (55)

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	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

FEATS	
Iron Will	See Text
Leadership	See Text
Persuasive	See Text
Weapon Finesse	See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

14/7

Heal

WIS

13

=

4

+

9.0

+

Knowledge (Nature)

INT

1

=

1

+

0.5

+

Knowledge (Nobility and Royalty)

INT

7

=

1

+

6.0

+

Knowledge (Religion)

INT

14

=

1

+

13.0

+

Ride

DEX

12

=

3

+

9.0

+

Tumble

DEX

5

=

3

+

2.0

+

=

+

+

: can be used untrained. X : exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

8

Turn damage

2d6+13

Turns/day

8

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

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TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

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Turn damage

2d6+13

Turns/day

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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 kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+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) 55 hp/day

Remove Disease (Sp) 2/week

Smite Evil (Su) 1/day

Speak with Animals (burrowing mammal only, duration 1 minute).

Special Mount (Sp)

Turn Undead 8/day (turn level 8) (turn damage 2d6+13)

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 (Gnome hooked), 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

Common, Gnome, Goblin

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
At Will	Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	10	None	1 standard action	<i>Target:</i> See text Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, DF	No	Divination

* =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	1	0	0	0	0	0	0

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	11 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
☐☐☐☐☐	Bless Weapon <i>Effect:</i> Weapon strikes true against evil foes.	15	None	1 standard action	<i>Target:</i> Flask of water touched 11 minutes	Touch	V, S	No	Transmutation
☐☐☐☐☐	Create Water <i>Effect:</i> Creates 22 gallons of pure water.	15	None	1 standard action	<i>Target:</i> Weapon touched Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> Up to 22 gallons of water Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (50 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 11 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	Divine Favor <i>Effect:</i> You gain +3 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
☐☐☐☐☐	Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Weapon touched 11 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
☐☐☐☐☐	Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	<i>Target:</i> Creature touched 110 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Restoration, Lesser <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.	15	Will negates (harmless)	3 rounds	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 11 minutes.	16	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 11 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 11 hours.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 11 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 11 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Remove Paralysis <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (50 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart 110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Shield Other <i>Effect:</i> You take half of subject's damage.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 hours [D]	Close (50 Feet)	V, S, F	Yes (harmless)	Abjuration
☐☐☐☐☐	Undetectable Alignment <i>Effect:</i> Conceals alignment for 24 hours.	16	Will negates (object)	1 standard action	<i>Target:</i> One creature 24 hours	Close (50 Feet)	V, S	Yes (object)	Abjuration
☐☐☐☐☐	Zone of Truth <i>Effect:</i> Subjects within range cannot lie.	16	Will negates	1 standard action	<i>Target:</i> One creature or object 11 minutes	Close (50 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	17	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Daylight <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	<i>Target:</i> One creature 110 minutes [D]	Touch	V, S	No	Evocation [Light]
☐☐☐☐☐	Discern Lies <i>Effect:</i> Reveals deliberate falsehoods.	17	Will negates	1 standard action	<i>Target:</i> Object touched Concentration, up to 11 rounds	Close (50 Feet)	V, S, DF	No	Divination
☐☐☐☐☐	Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	17	None	1 standard action	<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart Instantaneous	Medium (210 Feet)	V, S	No	Abjuration

* =Domain/Speciality Spell

Paladin Spells

☐☐☐☐☐	Heal Mount	17	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	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF No; see text		Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 110 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	11 hours	Close (50 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	17	None	1 standard action	11 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched				

* =Domain/Speciality Spell