

Gerbo Male Gnome Pal10

NAME

Pld10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	12	+1	12	+1
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

total

base save

ability modifier

magic modifier

misc modifier

temp modifier

conditional modifiers

MELEE

RANGED

GRAPPLE

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

(40)

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	57.0	Medium	114.0	Heavy	172.0
Lift over head	172.0	Lift off ground	344.0	Push / Drag	860.0

FEATS	
Combat Casting	See Text
Combat Reflexes	See Text
Skill Focus (Craft (Stonemasonry))	See Text
Weapon Focus (Gauntlet)	See Text

NPC

PLAYERNAME

Gnome

RACE

0

AGE

Small

SIZE

Male

GENDER

3'2"

HEIGHT

42 lbs

WEIGHT

EYES

HAIR

POINTS

HP

hit points

81

WOUNDS/CURRENT HP

AC

armor class

12

TOTAL

11

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SKILLS

SKILL NAME

CON

15

=

4

+

11.0

+

INT

13

=

1

+

12.0

+

INT

1

=

1

+

0.5

+

DEX

7

=

1

+

6.0

+

WIS

9

=

4

+

5.0

+

✓

:

can be used untrained.

X

:

exclusive skills

TURN/REBUKE UNDEAD

TURNING CHECK

RESULT

Up to 0

1 - 3

4 - 6

7 - 9

10 - 12

13 - 15

16 - 18

19 - 21

22 +

UNDEAD AFFECTED

(MAXIMUM HIT DICE)

3

4

5

6

7

8

9

10

11

Turn level

7

Turn damage

2d6+11

Turns/day

7

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

TURN/REBUKE UNDEAD

TURNING CHECK

RESULT

Up to 0

1 - 3

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Turn damage

2d6 +11

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.

+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) 40 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 7/day (turn level 7) (turn damage 2d6+11)

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, Orc

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	0	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	10 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 10 minutes	Touch	V, S	No	Transmutation
☐☐☐☐☐	Create Water <i>Effect:</i> Creates 20 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 20 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 10 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 10 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 10 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 10 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 100 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 10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Restoration, Lesser <i>Effect:</i> Dispel 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 10 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 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 10 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 10 hours.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 10 minutes.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 10 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 100 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 10 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 10 minutes	Close (50 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Speciality Spell