

Thorolf Male Human Pal17

NAME

Pld17

CLASS

17

TCL

272000

EXPERIENCE

153000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'9"

HEIGHT

186 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	21	+5	21	+5

HP

hit points

129

AC

armor class

11

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+17/+12/+7/+2

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

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 (85)

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
Craft Wand	See Text
Extra Turning (1x)	See Text
Iron Will	See Text
Power Attack	See Text
Skill Focus (Heal)	See Text
Weapon Focus (Lance (Heavy))	See Text

SKILLS

MAX RANKS

20/10

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise	INT	2	=	1	+	1.0	+
✓ Climb	STR	13	=	4	+	9.5	+
✓ Heal	WIS	22	=	2	+	20.0	+
✓ Intimidate	CHA	7	=	5	+	2.0	+
Knowledge (Local)	INT	8	=	1	+	7.0	+
Knowledge (Nobility and Royalty)	INT	19	=	1	+	18.0	+
Knowledge (Religion)	INT	19	=	1	+	18.0	+
✓ : can be used untrained. X : exclusive skills							

TURN/REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turn level

14

Turn damage

2d6+19

Turns/day

12

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

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SPECIAL ABILITIES

Aura of Courage (Su)

Aura of Good

Divine Grace (Su)

Divine Health (Ex)

Lay on Hands (Su) 85 hp/day

Remove Disease (Sp) 4/week

Smite Evil (Su) 1/day

Special Mount (Sp)

Turn Undead 12/day (turn level 14) (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, 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

Abyssal, Common

# 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
	<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.				<i>Target:</i> 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	3	3	2	1	0	0	0	0	0

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bless	13	None	1 standard action	17 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.				<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
□□□□□	Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
	<i>Effect:</i> Makes holy water.				<i>Target:</i> Flask of water touched				
□□□□□	Bless Weapon	13	None	1 standard action	17 minutes	Touch	V, S	No	Transmutation
	<i>Effect:</i> Weapon strikes true against evil foes.				<i>Target:</i> Weapon touched				
□□□□□	Create Water	13	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
	<i>Effect:</i> Creates 34 gallons of pure water.				<i>Target:</i> Up to 34 gallons of water				
□□□□□	Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
□□□□□	Detect Poison	13	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
	<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□	Detect Undead	13	None	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S, M/DF	No	Divination
	<i>Effect:</i> Reveals undead within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□	Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
	<i>Effect:</i> You gain +5 on attack and damage rolls.				<i>Target:</i> You				
□□□□□	Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
	<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
□□□□□	Magic Weapon	13	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
□□□□□	Protection from Chaos	13	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□	Protection from Evil	13	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□	Read Magic	13	None	1 standard action	170 minutes	Personal	V, S, F	No	Divination
	<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□□	Resistance	13	Will negates (harmless)	1 standard action	17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
□□□□□	Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
□□□□□	Virtue	13	Fortitude negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Bear's Endurance	14	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 17 minutes.				<i>Target:</i> Creature touched				
□□□□□	Bull's Strength	14	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 17 minutes.				<i>Target:</i> Creature touched				
□□□□□	Delay Poison	14	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 17 hours.				<i>Target:</i> Creature touched				
□□□□□	Eagle's Splendor	14	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 17 minutes.				<i>Target:</i> Creature touched				
□□□□□	Owl's Wisdom	14	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 17 minutes.				<i>Target:</i> Creature touched				
□□□□□	Remove Paralysis	14	Will negates (harmless)	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
□□□□□	Resist Energy	14	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
□□□□□	Shield Other	14	Will negates (harmless)	1 standard action	17 hours [D]	Close (65 Feet)	V, S, F	Yes (harmless)	Abjuration
	<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
□□□□□	Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (object)	Abjuration
	<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				
□□□□□	Zone of Truth	14	Will negates	1 standard action	17 minutes	Close (65 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Moderate Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
□□□□□	Daylight	15	None	1 standard action	170 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□	Discern Lies	15	Will negates	1 standard action	Concentration, up to 17 rounds	Close (65 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic	15	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	No	Abjuration
	<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Heal Mount	15	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	15	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	Magic Circle against Evil	15	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard action	17 hours	Close (65 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	15	None	1 standard action	17 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) Conjuraction (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 (65 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 17 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	Conjuraction (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
Death Ward	16	Will negates (harmless)	1 standard action	17 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	17 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	17 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	17 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	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuraction (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 17 cu. ft. touched				
Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuraction (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell