

Onund Male Human Pal14

NAME
Pld14
CLASS
14
TCL

182000
EXPERIENCE
105000
NEXT LEVEL

NPC

PLAYERNAME
Human
RACE
0
AGE

Medium
SIZE
Male
GENDER

DEITY
5'1"
HEIGHT
135 lbs
WEIGHT
EYES
HAIR

Lawful Good
ALIGNMENT
Normal
VISION
0
POINTS

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

HP
hit points
154

AC
armor class
11

WOUNDS/CURRENT HP
FLAT
TOUCH
BASE

INITIATIVE
modifier
+1

BASE ATTACK
bonus
+14/+9/+4

SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED
Walk 30'

ARMOR BONUS
SHIELD BONUS
STAT MODIFIER
SIZE MODIFIER
NATURAL ARMOR
MISC MODIFIER
MISS CHANCE
ARCANE SPELL FAILURE
ARMOR CHECK PENALTY
SPELL RESISTANCE

SAVING THROWS
FORTITUDE
(constitution)
REFLEX
(dexterity)
WILLPOWER
(wisdom)

TOTAL
+17
+11
+9

BASE SAVE
+9
+4
+4

ABILITY MODIFIER
+4
+1
+1

MAGIC MODIFIER
+0
+0
+0

MISC MODIFIER
+4
+6
+4

TEMP MODIFIER
conditional modifiers

MELEE
attack bonus
+15/+10/+5

RANGED
attack bonus
+15/+10/+5

GRAPPLE
attack bonus
+15/+10/+5

TOTAL
+15/+10/+5
+15/+10/+5
+15/+10/+5

BASE ATTACK BONUS
+14/+9/+4
+14/+9/+4
+14/+9/+4

STAT MODIFIER
+1
+1
+1

SIZE MODIFIER
+0
+0
+0

MISC MODIFIER
+0
+0
+0

TEMP MODIFIER

UNARMED
TOTAL ATTACK BONUS
+15/+10/+5
DAMAGE
1d3+1
CRITICAL
20/x2

ARMOR
TYPE
AC
MAXDEX
CHECK
SPELL FAILURE

LAY ON HANDS
HP per day
(56)

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
43.0
Medium
86.0
Heavy
130.0
Lift over head
130.0
Lift off ground
260.0
Push / Drag
650.0

FEATS
Craft Wand
See Text
Leadership
See Text
Lightning Reflexes
See Text
Point Blank Shot
See Text
Still Spell
See Text
Weapon Focus (Sap)
See Text

SKILLS
SKILL NAME
KEY ABILITY
SKILL MODIFIER
ABILITY MODIFIER
RANKS
MISC MODIFIER
Bluff
CHA
6
= 4 + 2.0 +
Decipher Script
INT
5
= 4 + 1.0 +
Diplomacy
CHA
22
= 4 + 16.0 + 2
Heal
WIS
18
= 1 + 17.0 +
Knowledge (Geography)
INT
11
= 4 + 7.0 +
Knowledge (Nature)
INT
4
= 4 + 0.5 +
Knowledge (Religion)
INT
21
= 4 + 17.0 +
Perform (Act)
CHA
10
= 4 + 6.0 +
Perform (Oratory)
CHA
9
= 4 + 5.0 +
Ride
DEX
16
= 1 + 15.0 +
Search
INT
6
= 4 + 2.0 +
Sense Motive
WIS
17
= 1 + 16.0 +
Survival
WIS
3
= 1 + 2.0 +

MAX RANKS
17/8.5

✓ : 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)
7
8
9
10
11
12
13
14
15
Turn level
11
Turn damage
2d6+15
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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UNDEAD AFFECTED
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9
10
11
12
13
14
15
Turn level
11
Turn damage
2d6 +15
Turns/day
7
NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

SPECIAL ABILITIES

Aura of Courage (Su)
Aura of Good
Divine Grace (Su)
Divine Health (Ex)
Lay on Hands (Su) 56 hp/day
Remove Disease (Sp) 3/week
Smite Evil (Su) 1/day
Special Mount (Sp)
Turn Undead 7/day (turn level 11) (turn damage 2d6+15)

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

Aquan, Common, Elven, Goblin, Infernal

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 | 3 | 1 | 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 | 14 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 | 14 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 (60 Feet) | V, S | No | Conjuration (Creation) [Water] |
| | Effect: Creates 28 gallons of pure water. | | | | Target: Up to 28 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 (60 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 14 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 +4 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 | 14 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 | 14 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 | 14 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 | 140 minutes | Personal | V, S, F | No | Divination |
| | Effect: Read scrolls and spellbooks. | | | | Target: You | | | | |
| □□□□□ | Resistance | 12 | Will negates (harmless) | 1 standard action | 14 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 | 14 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 | 14 minutes | Touch | V, S, DF | Yes | Transmutation |
| | Effect: Subject gains +4 to Con for 14 minutes. | | | | Target: Creature touched | | | | |
| □□□□□ | Bull's Strength | 13 | Will negates (harmless) | 1 standard action | 14 minutes | Touch | V, S, M/DF | Yes (harmless) | Transmutation |
| | Effect: Subject gains +4 to Str for 14 minutes. | | | | Target: Creature touched | | | | |
| □□□□□ | Delay Poison | 13 | Fortitude negates (harmless) | 1 standard action | 14 hours | Touch | V, S, DF | Yes (harmless) | Conjuration (Healing) |
| | Effect: Stops poison from harming subject for 14 hours. | | | | Target: Creature touched | | | | |
| □□□□□ | Eagle's Splendor | 13 | Will negates (harmless) | 1 standard action | 14 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| | Effect: Subject gains +4 to Cha for 14 minutes. | | | | Target: Creature touched | | | | |
| □□□□□ | Owl's Wisdom | 13 | Will negates (harmless) | 1 standard action | 14 minutes | Touch | V, S, M/DF | Yes | Transmutation |
| | Effect: Subject gains +4 to Wis for 14 minutes. | | | | Target: Creature touched | | | | |
| □□□□□ | Remove Paralysis | 13 | Will negates (harmless) | 1 standard action | Instantaneous | Close (60 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 | 140 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 | 14 hours [D] | Close (60 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 (60 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 | 14 minutes | Close (60 Feet) | V, S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| | Effect: Subjects within range cannot lie. | | | | Target: 20-ft.-radius emanation | | | | |

* =Domain/Speciality Spell