

Amin Male Human Pal16

NAME

Pld16

CLASS

240000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'2"

HEIGHT

248 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	18	+4	18	+4
CON Constitution	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	16	+3	16	+3
CHA Charisma	22	+6	22	+6

HP

hit points

108

AC

armor class

14

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+16/+11/+6/+1

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 (96)

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	76.0	Medium	153.0
Lift over head	230.0	Lift off ground	460.0
		Heavy	230.0
		Push / Drag	1150.0

FEATS	
Combat Reflexes	See Text
Dodge	See Text
Leadership	See Text
Lightning Reflexes	See Text
Negotiator	See Text
Persuasive	See Text
Weapon Finesse	See Text

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Concentration	CON	18	= 1	+ 17.0 +
Diplomacy	CHA	29	= 6	+ 19.0 + 4
Handle Animal	CHA	24	= 6	+ 18.0 +
Knowledge (Religion)	INT	13	= 1	+ 12.0 +
Sense Motive	WIS	16	= 3	+ 11.0 + 2

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	9	13
1 - 3	10	Turn damage
4 - 6	11	2d6+19
7 - 9	12	Turns/day
10 - 12	13	9
13 - 15	14	
16 - 18	15	
19 - 21	16	
22 +	17	

TURN/REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level
Up to 0	9	13
1 - 3	10	Turn damage
4 - 6	11	2d6+19
7 - 9	12	Turns/day
10 - 12	13	9
13 - 15	14	
16 - 18	15	
19 - 21	16	
22 +	17	

SPECIAL ABILITIES	
Aura of Courage (Su)	
Aura of Good	
Divine Grace (Su)	
Divine Health (Ex)	
Lay on Hands (Su) 96 hp/day	
Remove Disease (Sp) 4/week	
Smite Evil (Su) 1/day	
Special Mount (Sp)	
Turn Undead 9/day (turn level 13) (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	
Common, Dwarven	

# 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	14	None	1 standard action	16 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	14	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	14	None	1 standard action	16 minutes	Touch	V, S	No	Transmutation
	<i>Effect:</i> Weapon strikes true against evil foes.				<i>Target:</i> Weapon touched				
□□□□□	Create Water	14	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Water]
	<i>Effect:</i> Creates 32 gallons of pure water.				<i>Target:</i> Up to 32 gallons of water				
□□□□□	Cure Light Wounds	14	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	14	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	14	None	1 standard action	Concentration, up to 16 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	14	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	14	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	14	Will negates (harmless, object)	1 standard action	16 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	<i>Effect:</i> Weapon gains +1 bonus.				<i>Target:</i> Weapon touched				
□□□□□	Protection from Chaos	14	Will negates (harmless)	1 standard action	16 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	14	Will negates (harmless)	1 standard action	16 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	14	None	1 standard action	160 minutes	Personal	V, S, F	No	Divination
	<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	16 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	14	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	14	Fortitude negates (harmless)	1 standard action	16 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	15	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Con for 16 minutes.				<i>Target:</i> Creature touched				
□□□□□	Bull's Strength	15	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	<i>Effect:</i> Subject gains +4 to Str for 16 minutes.				<i>Target:</i> Creature touched				
□□□□□	Delay Poison	15	Fortitude negates (harmless)	1 standard action	16 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
	<i>Effect:</i> Stops poison from harming subject for 16 hours.				<i>Target:</i> Creature touched				
□□□□□	Eagle's Splendor	15	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Cha for 16 minutes.				<i>Target:</i> Creature touched				
□□□□□	Owl's Wisdom	15	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes	Transmutation
	<i>Effect:</i> Subject gains +4 to Wis for 16 minutes.				<i>Target:</i> Creature touched				
□□□□□	Remove Paralysis	15	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	15	Fortitude negates (harmless)	1 standard action	160 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	15	Will negates (harmless)	1 standard action	16 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	15	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	15	Will negates	1 standard action	16 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	16	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	16	None	1 standard action	160 minutes [D]	Touch	V, S	No	Evocation [Light]
	<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
□□□□□	Discern Lies	16	Will negates	1 standard action	Concentration, up to 16 rounds	Close (65 Feet)	V, S, DF	No	Divination
	<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 16 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Dispel Magic	16	None	1 standard action	Instantaneous	Medium (260 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	16	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	16	Will negates (harmless)	1 standard action	160 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 160 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	Magic Circle against Evil	16	Will negates (harmless)	1 standard action	160 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 160 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□	Magic Weapon, Greater	16	Will negates (harmless, object)	1 standard action	16 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	16	None	1 standard action	16 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	16	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	16	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								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Break Enchantment	17	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 16 creatures, all within 30 ft. of each other								
Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage								
<i>Target:</i> Creature touched								
Death Ward	17	Will negates (harmless)	1 standard action	16 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	17	See text	1 standard action	16 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	17	See text	1 standard action	16 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	17	None	1 standard action	16 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	17	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	17	Will negates (harmless, object)	1 standard action	160 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.								
<i>Target:</i> Creature or object of up to 16 cu. ft. touched								
Restoration	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.								
<i>Target:</i> Creature touched								

\* =Domain/Speciality Spell