

NPC

Lawful Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBDUAL DAMAGE							DAMAGE REDUCTION		SPEED		
									Walk 20'		
+0	+0	+1	+1	+0	+0		0	+0	0		
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE		

		SKILLS				MAX RANKS	22/11
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	7	= 3	+ 4.0	+	
	Craft (Armorsmithing)	INT	9	= 3	+ 6.0	+	
✓	Escape Artist	DEX	13	= 1	+ 9.0	+	3
✓	Heal	WIS	25	= 5	+ 20.0	+	
	Knowledge (Geography)	INT	8	= 3	+ 5.0	+	
	Knowledge (History)	INT	11	= 3	+ 8.0	+	
	Knowledge (Nobility and Royalty)	INT	25	= 3	+ 22.0	+	
✓	Ride	DEX	23	= 1	+ 22.0	+	

_____ = _____ + _____ + _____
 ✓ : can be used untrained, X : exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	17
Up to 0	13	Turn damage	2d6+22
1 - 3	14	Turns/day	8
4 - 6	15	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	
7 - 9	16	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
10 - 12	17		
13 - 15	18		
16 - 18	19		
19 - 21	20		
22 +	21		

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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13 - 15	18		
16 - 18	19		
19 - 21	20		
22 +	21		

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

Blind-Fight	See Text
Improved Turning	See Text
Mounted Combat	See Text
Ride By Attack	See Text
Scribe Scroll	See Text
Skill Focus (Escape Artist)	See Text
Trample	See Text

- +1 racial bonus on attack rolls against kobolds 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) 95 hp/day
- Remove Disease (Sp) 5/week
- Smite Evil (Su) 1/day
- Speak with Animals (burrowing mammal only, duration 1 minute).
- Special Mount (Sp)
- Turn Undead 8/day (turn level 17) (turn damage 2d6+21)

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

Common, Dwarven, Elven, 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	5	4	4	3	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.	16	None	1 standard action	19 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Bless Water <i>Effect:</i> Makes holy water.	16	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.	16	None	1 standard action	<i>Target:</i> Flask of water touched 19 minutes	Touch	V, S	No	Transmutation
☐☐☐☐☐	Create Water <i>Effect:</i> Creates 38 gallons of pure water.	16	None	1 standard action	<i>Target:</i> Weapon touched Instantaneous	Close (70 Feet)	V, S	No	Conjuration (Creation) [Water]
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	<i>Target:</i> Up to 38 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.	16	None	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (70 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 19 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐☐	Divine Favor <i>Effect:</i> You gain +6 on attack and damage rolls.	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	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.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 19 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Weapon touched 19 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.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	<i>Target:</i> Creature touched 190 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	<i>Target:</i> You 19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Restoration, Lesser <i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.	16	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.	16	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 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 19 minutes.	17	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 19 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 19 hours.	17	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 19 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 19 minutes.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Remove Paralysis <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched Instantaneous	Close (70 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.	17	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart 190 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Shield Other <i>Effect:</i> You take half of subject's damage.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 19 hours [D]	Close (70 Feet)	V, S, F	Yes (harmless)	Abjuration
☐☐☐☐☐	Undetectable Alignment <i>Effect:</i> Conceals alignment for 24 hours.	17	Will negates (object)	1 standard action	<i>Target:</i> One creature 24 hours	Close (70 Feet)	V, S	Yes (object)	Abjuration
☐☐☐☐☐	Zone of Truth <i>Effect:</i> Subjects within range cannot lie.	17	Will negates	1 standard action	<i>Target:</i> One creature or object 19 minutes	Close (70 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	18	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.	18	None	1 standard action	<i>Target:</i> Creature touched 190 minutes [D]	Touch	V, S	No	Evocation [Light]
☐☐☐☐☐	Discern Lies <i>Effect:</i> Reveals deliberate falsehoods.	18	Will negates	1 standard action	<i>Target:</i> Object touched Concentration, up to 19 rounds	Close (70 Feet)	V, S, DF	No	Divination
☐☐☐☐☐	Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	18	None	1 standard action	<i>Target:</i> 19 creatures, no two of which can be more than 30 ft. apart Instantaneous	Medium (290 Feet)	V, S	No	Abjuration

* =Domain/Speciality Spell

Paladin Spells

☐☐☐☐☐	Heal Mount	18	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	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	18	Will negates (harmless)	1 standard action	190 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 190 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	19 hours	Close (70 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	18	None	1 standard action	19 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	18	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	18	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	19	See text	1 minute	Instantaneous	Close (70 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 19 creatures, all within 30 ft. of each other				
☐☐☐☐☐ Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
☐☐☐☐☐ Death Ward	19	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
Effect: Grants immunity to death spells and negative energy effects.				Target: Living creature touched				
☐☐☐☐☐ Dispel Chaos	19	See text	1 standard action	19 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
Effect: +4 bonus against attacks.				Target: 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	19	See text	1 standard action	19 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
Effect: +4 bonus against attacks.				Target: 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	19	None	1 standard action	19 rounds	Touch	V, S	No	Evocation [Good]
Effect: Weapon becomes +5, deals +2d6 damage against evil.				Target: Melee weapon touched				
☐☐☐☐☐ Mark of Justice	19	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
Effect: Designates action that will trigger curse on subject.				Target: Creature touched				
☐☐☐☐☐ Neutralize Poison	19	Will negates (harmless, object)	1 standard action	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.				Target: Creature or object of up to 19 cu. ft. touched				
☐☐☐☐☐ Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
Effect: Restores level and ability score drains.				Target: Creature touched				

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