

Traits & Non-Weapon Proficiencies:

Ability	Score	Effect	Cost

Racial Abilities

Ability	Effect	Cost

Professional Abilities

Ability	Effect	Cost



Turning Undead



Type or Hit Dice	1	2	3	4	5	6	8	9	10-11	12-13	14+
Skeleton or 1 HD	10	7	4	t	t	d	d*	d*	d*	d*	d*
Zombie	13	10	7	4	t	t	d	d*	d*	d*	d*
Ghoul or 2 HD	16	13	10	7	4	t	d	d	D*	d*	d*
Shadow or 3-4 HD	19	16	13	10	7	4	t	d	d	d*	d*
Wight or 5 hd	20	19	16	13	10	7	t	t	d	d	d*
Ghost	—	20	19	16	13	10	4	t	t	d	d
Wraith or 6 hd	—	—	20	19	16	13	7	4	t	t	d
mummy or 7 hd	—	—	—	20	19	16	10	7	4	t	t
Spectre or 8 hd	—	—	—	—	20	19	13	10	7	4	t
Vampire or 9 hd	—	—	—	—	—	20	16	13	10	7	4
ghost or 10 hd	—	—	—	—	—	—	19	16	13	10	7
Lich or 11+HD	—	—	—	—	—	—	20	19	16	13	10
Special**	—	—	—	—	—	—	—	20	19	16	13

* An extra 2d4 creatures of this type are turned.

** Special Creatures include unique undead, free-willed undead of the negative material plane, certain greater and lesser powers, and those undead that dwell in the Outer Planes.

Mundane Equipment

Item	Loc.	wt.	Item	Loc.	wt.	Item	Loc.	wt.	Item	Loc.	wt.

Extraordinary Equipment

Item	Loc.	wt.	Description

Consumable Items:

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Encumbrance & Movement

	Unencumbered	Light	Moderate	Heavy	Severe	Max
Weight						
Move		(2/3)	(1/2)	(1/3)	1	-
Attack	0	0	-1	-2	-4	-
Armor Class	0	0	0	+1	+3	-
Base Initiative						

