

Nornal Female Dwarf Ftr14

NAME

Ftr14

CLASS

14

TCL

182000

EXPERIENCE

105000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

3'10"

HEIGHT

109 lbs

WEIGHT

0

Female

GENDER

0

AGE

0

HAIR

Lawful Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	13	+1	13	+1
CON Constitution	20	+5	20	+5
INT Intelligence	14	+2	14	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	10	+0	10	+0

HP hit points	168	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED										
AC armor class	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0	Walk 20'							
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+5	=	+1	+	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+14/+9/+4				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
✓	Climb	STR	18	=	4	+ 14.0 +
	Handle Animal	CHA	16	=	0	+ 16.0 +
✓	Intimidate	CHA	10	=	0	+ 10.0 +
✓	Jump	STR	16	=	4	+ 12.0 +
✓	Swim	STR	20	=	4	+ 16.0 +
_____ = _____ + _____ + _____						
✓ : can be used untrained. X : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+14	=	+9	+	+5	+	+0	+	+0	+	
REFLEX (dexterity)	+5	=	+4	+	+1	+	+0	+	+0	+	
WILLPOWER (wisdom)	+8	=	+4	+	+4	+	+0	+	+0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER						
MELEE attack bonus	+18/+13/+8	=	+14/+9/+4	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+15/+10/+5	=	+14/+9/+4	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+18/+13/+8	=	+14/+9/+4	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+4	20/x2
ARMOR			
TYPE AC MAXDEX CHECK SPELL FAILURE			

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	100.0	Medium	200.0
Lift over head	300.0	Lift off ground	600.0
		Heavy	300.0
		Push / Drag	1500.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Greater Weapon Focus (Longsword)	See Text
Improved Critical (Longsword, Greataxe)	See Text
Improved Initiative	See Text
Power Attack	See Text
Toughness (1x)	See Text
Weapon Focus (Longsword, Greataxe)	See Text

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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Goblin, Undercommon