

Xanaquinna Female Elf Ftr14

NAME

Ftr14

182000

CLASS

EXPERIENCE

14

105000

TCL

NEXT LEVEL

NPC

PLAYERNAME

Elf

Medium

4'8"

92 lbs

Low-Light, Normal

VISION

0

POINTS

True Neutral

ALIGNMENT

0

0

0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	20	+5	20	+5
CON Constitution	11	+0	11	+0
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

HP hit points	80	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	15	10	15	10	0	0	5	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE

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

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

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

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+19/+14/+9	+14/+9/+4	+5	+0	+0	
RANGED attack bonus	+19/+14/+9	+14/+9/+4	+5	+0	+0	
GRAPPLE attack bonus	+19/+14/+9	+14/+9/+4	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	1d3+5	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
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WEIGHT ALLOWANCE					
Light	153.0	Medium	306.0	Heavy	460.0
Lift over head	460.0	Lift off ground	920.0	Push / Drag	2300.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Dodge	See Text
Exotic Weapon Proficiency	See Text
Improved Initiative	See Text
Persuasive	See Text
Power Attack	See Text
Quick Draw	See Text
Rapid Reload (Crossbow (Heavy), Shuriken)	See Text
Weapon Finesse	See Text
Weapon Focus (Battleaxe)	See Text

SKILLS		MAX RANKS		17/8.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Handle Animal	CHA	10	= 1	+ 9.0	+
Intimidate	CHA	18	= 1	+ 15.0	+ 2
Jump	STR	17	= 5	+ 12.0	+
Swim	STR	20	= 5	+ 15.0	+
✓ : can be used untrained. ✕ : exclusive skills					

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Immunity to magic sleep effects.

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, Ransour, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Shuriken, 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, Draconic, Elven