

Thorgerd Female Human Ftr9

NAME

Ftr9

CLASS

72000

EXPERIENCE

9

NEXT LEVEL

45000

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

121 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR Strength | 20 | +5 | 20 | +5 |
| DEX Dexterity | 18 | +4 | 18 | +4 |
| CON Constitution | 12 | +1 | 12 | +1 |
| INT Intelligence | 12 | +1 | 12 | +1 |
| WIS Wisdom | 12 | +1 | 12 | +1 |
| CHA Charisma | 12 | +1 | 12 | +1 |

HP

hit points

64

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

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

+8

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

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

| 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 | 133.0 | Medium | 266.0 | Heavy | 400.0 |
| Lift over head | 400.0 | Lift off ground | 800.0 | Push / Drag | 2000.0 |

| FEATS | |
|-------------------------------|----------|
| Blind-Fight | See Text |
| Cleave | See Text |
| Combat Reflexes | See Text |
| Improved Initiative | See Text |
| Lightning Reflexes | See Text |
| Power Attack | See Text |
| Track | See Text |
| Weapon Focus (Unarmed Strike) | See Text |

| SKILLS | | MAX RANKS | | 12/6 |
|-------------------------------------------------|-------------|----------------|------------------|----------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS |
| ✓ Climb | STR | 16 | = 5 | + 11.0 + |
| Handle Animal | CHA | 12 | = 1 | + 11.0 + |
| ✓ Hide | DEX | 7 | = 4 | + 3.0 + |
| ✓ Intimidate | CHA | 7 | = 1 | + 6.0 + |
| ✓ Sense Motive | WIS | 4 | = 1 | + 3.0 + |
| ✓ Survival | WIS | 1 | = 1 | + 0.5 + |
| ✓ Swim | STR | 15 | = 5 | + 10.0 + |
| ✓ : can be used untrained. ✕ : exclusive skills | | | | |

| 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, Infernal | |