

Gilli Male Human Ftr10

NAME

Ftr10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'11"

HEIGHT

198 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	18	+4	18	+4
CON Constitution	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP
hit points

76

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

:

10

FLAT

:

14

TOUCH

=

10

BASE

+

0

ARMOR BONUS

+

0

SHIELD BONUS

+

4

STAT MODIFIER

+

0

SIZE MODIFIER

+

0

NATURAL ARMOR

+

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+8

TOTAL

=

+4

DEX MODIFIER

+

+4

MISC MODIFIER

BASE ATTACK
bonus

+10/+5

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+7

BASE SAVE

+

+1

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+3

BASE SAVE

+

+4

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

TOTAL

+4

=

+3

BASE SAVE

+

+1

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+14/+9

=

+10/+5

BASE ATTACK BONUS

+

+4

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+14/+9

=

+10/+5

BASE ATTACK BONUS

+

+4

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+14/+9

=

+10/+5

BASE ATTACK BONUS

+

+4

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+14/+9

DAMAGE

1d3+4

CRITICAL

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Dodge	See Text
Far Shot	See Text
Improved Initiative	See Text
Improved Sunder	See Text
Leadership	See Text
Point Blank Shot	See Text
Power Attack	See Text
Toughness (1x)	See Text

SKILLS					MAX RANKS	13/6.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Bluff	CHA	6	= 4	+ 2.0	+
✓	Climb	STR	8	= 4	+ 4.0	+
✓	Gather Information	CHA	6	= 4	+ 2.0	+
	Handle Animal	CHA	15	= 4	+ 11.0	+
✓	Intimidate	CHA	16	= 4	+ 12.0	+
✓	Jump	STR	15	= 4	+ 11.0	+
✓	Listen	WIS	7	= 1	+ 4.0	+ 2
				=	+	+
✓ : can be used untrained. x : 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, Halfling	