

Gunnas Female Dwarf
Ftr10Mnk8

Table with 3 rows and 6 columns: NAME, PLAYERNAME, DEITY, ALIGNMENT, CLASS, EXPERIENCE, RACE, SIZE, HEIGHT, WEIGHT, VISION, POINTS

Table with 3 rows and 6 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER, HP, AC, WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, SPEED

Table with 3 rows and 6 columns: INITIATIVE, BASE ATTACK, SAVING THROWS, FORTITUDE, REFLEX, WILLPOWER

Table with 3 rows and 6 columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER

Table with 3 rows and 6 columns: MELEE, RANGED, GRAPPLE, TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, TEMP MODIFIER

Table with 3 rows and 6 columns: UNARMED, TOTAL ATTACK BONUS, DAMAGE, CRITICAL

Table with 3 rows and 6 columns: ARMOR, TYPE, AC, MAXDEX, CHECK, SPELL FAILURE

Table with 3 rows and 6 columns: WHOLENESS OF BODY, HP per day, (32)

Table with 3 rows and 6 columns: EQUIPMENT, ITEM, LOCATION, QTY, WT, COST

Table with 3 rows and 6 columns: WEIGHT ALLOWANCE, Light, Medium, Heavy, Lift over head, Lift off ground, Push / Drag

Table with 3 rows and 6 columns: FEATS, Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Great Cleave, Great Fortitude, Improved Grapple, Improved Trip, Improved Unarmed Strike, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Weapon Focus (Lance, Unarmed Strike)

Table with 3 rows and 6 columns: SPECIAL ABILITIES, +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +4 Dodge bonus to Armor Class against monsters of the giant type, Evasion (Ex), Flurry of Blows (Ex), Ki Strike (Magic), Purity of Body (Ex), Slow Fall (40), Stability, Still Mind (Ex), Stonecunning, Wholeness of Body (Su) 16 hp/day

Table with 3 rows and 6 columns: 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, Kama, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Nunchaku, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sai, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Shuriken, Siangham, 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

Table with 3 rows and 6 columns: LANGUAGES, Common, Dwarven, Gnome, Orc