

Himoil Male Elf Nob8Exp11

NAME	
Ari8 Exp11	166000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +5	+ +3	+ +0	+ +2		
REFLEX (dexterity)	+10	= +5	+ +5	+ +0	+ +0		
WILLPOWER (wisdom)	+18	= +13	+ +5	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	=	+14/+9/+4	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+19/+14/+9	=	+14/+9/+4	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+15/+10/+5	=	+14/+9/+4	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+1	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

WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Alertness	See Text
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Blind-Fight	See Text
Exotic Weapon Proficiency	See Text
Far Shot	See Text
Great Fortitude	See Text
Point Blank Shot	See Text
Shield Proficiency	See Text
Skill Focus (Knowledge (History))	See Text
Tower Shield Proficiency	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	139	WOUNDS/CURRENT HP
AC	armor class	15	TOTAL : 10 : 15 = 10

INITIATIVE	modifier	+5	= +5 + +0
TOTAL DEX MODIFIER MISC MODIFIER			
BASE ATTACK	bonus	+14/+9/+4	

DEITY	
4'10"	95 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	5	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SPEED	
Walk 30'	

SKILLS		MAX RANKS		22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Pottery)	INT	6	= 1 + 5.0	+
✓ Diplomacy	CHA	19	= 1 + 14.0	+ 4
✓ Forgery	INT	7	= 1 + 6.5	+
Knowledge (Architecture and Engineering)	INT	10	= 1 + 9.5	+
Knowledge (Dungeoneering)	INT	10	= 1 + 9.5	+
Knowledge (History)	INT	13	= 1 + 12.0	+
Knowledge (Local)	INT	11	= 1 + 10.5	+
Knowledge (Nature)	INT	12	= 1 + 11.0	+
Knowledge (Nobility and Royalty)	INT	13	= 1 + 12.0	+
✓ Ride	DEX	17	= 5 + 12.0	+
✓ Sense Motive	WIS	18	= 5 + 13.0	+
Sleight of Hand	DEX	18	= 5 + 13.0	+
_____ = _____ + _____ + _____				
✓ : 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, Chain (Spiked), 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, Elven, Goblin