

Kolya Male Half-Elf Nob12Com8

NAME

Ari12 Com8

CLASS

188000

EXPERIENCE

20

TCL

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'9"

HEIGHT

156 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	15	+2	15	+2
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	20	+5	20	+5

HP

hit points

111

WOUNDS/CURRENT HP

AC

armor class

12

TOTAL

FLAT

TOUCH

BASE

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+7

BASE SAVE

+6

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

TOTAL

+18/+13/+8

BASE ATTACK BONUS

+13/+8/+3

STAT MODIFIER

+5

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED

attack bonus

TOTAL

+15/+10/+5

BASE ATTACK BONUS

+13/+8/+3

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

GRAPPLE

attack bonus

TOTAL

+18/+13/+8

BASE ATTACK BONUS

+13/+8/+3

STAT MODIFIER

+5

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+18/+13/+8

DAMAGE

1d3+5

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

FEATS	
Alertness	See Text
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Point Blank Shot	See Text
Shield Proficiency	See Text
Skill Focus (Perform (Keyboard Instruments), Forgery)	See Text
Tower Shield Proficiency	See Text

SKILLS		MAX RANKS			23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	12	= 1	+ 11.0	+
Craft (Bowmaking)	INT	8	= 1	+ 7.0	+
✓ Forgery	INT	11	= 1	+ 10.0	+
✓ Intimidate	CHA	6	= 5	+ 1.5	+
Knowledge (Dungeoneering)	INT	12	= 1	+ 11.5	+
✓ Listen	WIS	22	= 2	+ 17.0	3
Open Lock	DEX	7	= 2	+ 5.5	+
Perform (Keyboard Instruments)	CHA	8	= 5	+ 3.0	+
Speak Language		15	= 0	+ 15.0	+
Tumble	DEX	7	= 2	+ 5.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical 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, 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

Abyssal, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon