

Antone Male Half-Elf Ftr19

NAME	
Ftr19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	18	+4	18	+4
CON Constitution	19	+4	19	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	16	+3	16	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+17	= +11	+ +4	+ +0	+ +2		
REFLEX (dexterity)	+10	= +6	+ +4	+ +0	+ +0		
WILLPOWER (wisdom)	+7	= +6	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+24/+19/+14/+9	= +19/+14/+9/+4	+ +5	+ +0	+ +0	
RANGED attack bonus	+23/+18/+13/+8	= +19/+14/+9/+4	+ +4	+ +0	+ +0	
GRAPPLE attack bonus	+24/+19/+14/+9	= +19/+14/+9/+4	+ +5	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+24/+19/+14/+9	1d3+5	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
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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
Blind-Fight	See Text
Dodge	See Text
Greater Weapon Focus (Battleaxe)	See Text
Greater Weapon Specialization (Battleaxe)	See Text
Great Fortitude	See Text
Improved Critical (Battleaxe)	See Text
Improved Initiative	See Text
Leadership	See Text
Mobility	See Text
Persuasive	See Text
Quick Draw	See Text
Rapid Reload (Crossbow (Heavy))	See Text
Weapon Focus (Battleaxe)	See Text
Weapon Specialization (Battleaxe)	See Text

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	192	WOUNDS/CURRENT HP
AC	armor class	14	TOTAL : 10 : 14 : 10 = 0

INITIATIVE	modifier	+8	TOTAL : +4 : +4 = +4
BASE ATTACK	bonus	+19/+14/+9/+4	

DEITY	
5'3"	132 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	4	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Balance	DEX	7	= 4	+ 3.5
Craft (Armorsmithing)	INT	8	= 1	+ 7.0
Handle Animal	CHA	14	= 3	+ 11.0
Intimidate	CHA	27	= 3	+ 22.0
Ride	DEX	28	= 4	+ 22.0

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
Common, Elven, Halfling