

Chukri Male Human Ftr9

NPC

Chaotic Evil

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ftr9	Human	5'3"	Normal
CLASS	RACE	HEIGHT	VISION
72000	Medium	145 lbs	0
EXPERIENCE	SIZE	WEIGHT	POINTS
9	Male		
45000	GENDER	EYES	HAIR
NEXT LEVEL	AGE		
0			
TCL			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP hit points	97	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED							
AC armor class	12	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+9/+4					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
						12/6
✓ Climb	STR	12	= 3	+ 9.0	+	
Disable Device	INT	4	= 1	+ 3.0	+	
✓ Gather Information	CHA	7	= 4	+ 1.0	+ 2	
✓ Jump	STR	15	= 3	+ 12.0	+	
✓ Ride	DEX	12	= 2	+ 10.0	+	
✓ Search	INT	8	= 1	+ 5.0	+ 2	

✓ : can be used untrained. x : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +6	+ +4	+ +0	+ +2		
REFLEX (dexterity)	+5	= +3	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+4	= +3	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	
RANGED attack bonus	+11/+6	= +9/+4	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+3	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	Medium	Heavy		
	76.0	153.0	230.0		
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Dodge	See Text
Great Fortitude	See Text
Investigator	See Text
Mobility	See Text
Power Attack	See Text
Quick Draw	See Text
Spring Attack	See Text
Weapon Focus (Longsword)	See Text

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, Ransneur, 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