

Eilif Male Human Ftr10

NAME

Ftr10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5'8"

HEIGHT

170 lbs

WEIGHT

EYES

HAIR

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

|                     |               |                  |            |               |
|---------------------|---------------|------------------|------------|---------------|
| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
| STR<br>Strength     | 20            | +5               | 20         | +5            |
| DEX<br>Dexterity    | 15            | +2               | 15         | +2            |
| CON<br>Constitution | 18            | +4               | 18         | +4            |
| INT<br>Intelligence | 15            | +2               | 15         | +2            |
| WIS<br>Wisdom       | 12            | +1               | 12         | +1            |
| CHA<br>Charisma     | 14            | +2               | 14         | +2            |

|                   |     |                   |       |                |             |                  |               |               |               |               |             |
|-------------------|-----|-------------------|-------|----------------|-------------|------------------|---------------|---------------|---------------|---------------|-------------|
| HP<br>hit points  | 100 | WOUNDS/CURRENT HP |       | SUBDUAL DAMAGE |             | DAMAGE REDUCTION |               |               |               |               |             |
| AC<br>armor class | 12  | 10                | 12    | 10             | 0           | 0                | 2             | 0             | 0             | 0             | 0           |
| TOTAL             |     | FLAT              | TOUCH | BASE           | ARMOR BONUS | SHIELD BONUS     | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER | MISS CHANCE |

|                        |        |   |              |   |               |
|------------------------|--------|---|--------------|---|---------------|
| INITIATIVE<br>modifier | +6     | = | +2           | + | +4            |
| TOTAL                  |        |   | DEX MODIFIER |   | MISC MODIFIER |
| BASE ATTACK<br>bonus   | +10/+5 |   |              |   |               |

|                             |       |           |                  |                |               |               |                       |
|-----------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
| FORTITUDE<br>(constitution) | +11   | =         | +7               | +              | +4            | +             |                       |
| REFLEX<br>(dexterity)       | +7    | =         | +3               | +              | +2            | +             |                       |
| WILLPOWER<br>(wisdom)       | +4    | =         | +3               | +              | +1            | +             |                       |

|                         |         |                   |               |               |               |               |  |
|-------------------------|---------|-------------------|---------------|---------------|---------------|---------------|--|
| MELEE<br>attack bonus   | TOTAL   | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |  |
|                         | +15/+10 | =                 | +10/+5        | +             | +5            | +             |  |
| RANGED<br>attack bonus  | +12/+7  | =                 | +10/+5        | +             | +2            | +             |  |
| GRAPPLE<br>attack bonus | +15/+10 | =                 | +10/+5        | +             | +5            | +             |  |

|         |                    |        |          |
|---------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|         | +15/+10            | 1d3+5  | 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                           |          |
| Blind-Fight                     | See Text |
| Cleave                          | See Text |
| Combat Expertise                | See Text |
| Combat Reflexes                 | See Text |
| Great Cleave                    | See Text |
| Improved Initiative             | See Text |
| Lightning Reflexes              | See Text |
| Point Blank Shot                | See Text |
| Power Attack                    | See Text |
| Quick Draw                      | See Text |
| Rapid Reload (Crossbow (Light)) | See Text |

|            |             |                |                  |       |               |
|------------|-------------|----------------|------------------|-------|---------------|
| SKILLS     |             | MAX RANKS      | 13/6.5           |       |               |
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |

|   |     |    |   |   |   |      |   |
|---|-----|----|---|---|---|------|---|
| ✓ Climb   | STR | 18 | = | 5 | + | 13.0 | + |
| Craft (Trapmaking)                              | INT | 9  | = | 2 | + | 7.0  | + |
| ✓ Forgery                                       | INT | 3  | = | 2 | + | 1.0  | + |
| Handle Animal                                   | CHA | 10 | = | 2 | + | 8.0  | + |
| ✓ Intimidate                                    | CHA | 12 | = | 2 | + | 10.0 | + |
| ✓ Jump  | STR | 13 | = | 5 | + | 8.0  | + |
| Perform (Keyboard Instruments)                  | CHA | 4  | = | 2 | + | 2.5  | + |
| ✓ Ride  | DEX | 17 | = | 2 | + | 13.0 | + |
| ✓ : can be used untrained. X : exclusive skills |     |    |   |   |   |      |   |

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| 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, Shortsppear, 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, Dwarven, Gnoll |