

Drusinua Female Elf Ftr9

NAME	
Ftr9	72000
CLASS	EXPERIENCE
9	45000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	17	+3	17	+3
INT Intelligence	17	+3	17	+3
WIS Wisdom	13	+1	13	+1
CHA Charisma	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +6	+ +3	+ +0	+ +0		
REFLEX (dexterity)	+6	= +3	+ +3	+ +0	+ +0		
WILLPOWER (wisdom)	+4	= +3	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	= +9/+4	+ +4	+ +0	+ +0	
RANGED attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	
GRAPPLE attack bonus	+13/+8	= +9/+4	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+4	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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Alertness	See Text
Combat Expertise	See Text
Dodge	See Text
Endurance	See Text
Mobility	See Text
Point Blank Shot	See Text
Quick Draw	See Text
Skill Focus (Climb)	See Text
Spring Attack	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
76			
AC	13	10	13
armor class	TOTAL	FLAT	TOUCH

<b>INITIATIVE</b> modifier	<div>+3</div>	=	<div>+3</div>	+	<div>+0</div>
	TOTAL		DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	<div>+9/+4</div>				

DEITY	
4'11"	86 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Climb	STR	16	= 4	+ 9.0 + 3
Craft (Sculpting)	INT	13	= 3	+ 10.0 +
Decipher Script	INT	5	= 3	+ 2.0 +
Handle Animal	CHA	12	= 2	+ 10.0 +
Intimidate	CHA	9	= 2	+ 7.0 +
Ride	DEX	14	= 3	+ 9.0 + 2
Swim	STR	16	= 4	+ 12.0 +
✓ : 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, 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, Gnoll, Goblin, Sylvan