

Eirik Male Human Ftr11

NAME	
Ftr11	110000
CLASS	EXPERIENCE
11	66000
TCL	NEXT LEVEL

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

DEITY	
6'3"	205 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Evil

ALIGNMENT	
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	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

HP hit points	108
AC armor class	12

WOUNDS/CURRENT HP				
TOTAL	FLAT	TOUCH	BASE	

SUBDUAL DAMAGE					DAMAGE REDUCTION							
OR US	+ SHIELD BONUS	+ 0	+ 2	+ STAT MODIFIER	+ 0	+ SIZE MODIFIER	+ 0	+ NATURAL ARMOR	+ 0	+ MISC MODIFIER		MISS CHANCE

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

INITIATIVE modifier	+6	=	+2	+	+4
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+11/+6/+1				

SKILLS		MAX RANKS		14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Bluff	CHA	5	= 1 + 2.0	+ 2
✓ Climb	STR	19	= 5 + 11.0	+ 3
Handle Animal	CHA	14	= 1 + 13.0	+
✓ Intimidate	CHA	15	= 1 + 12.0	+ 2
Spellcraft	INT	4	= 1 + 3.5	+
✓ Swim	STR	14	= 5 + 9.0	+
= _____ + _____ + _____				
✓ : can be used untrained. ✗ : exclusive skills				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +7	+ +4	+ +0	+ +0		
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	+16/+11/+6	= +11/+6/+1	+ +5	+ +0	+ +0	
RANGED attack bonus	+13/+8/+3	= +11/+6/+1	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+16/+11/+6	= +11/+6/+1	+ +5	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	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

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	
Combat Reflexes	See Text
Dodge	See Text
Greater Weapon Focus (Warhammer)	See Text
Improved Initiative	See Text
Leadership	See Text
Persuasive	See Text
Point Blank Shot	See Text
Power Attack	See Text
Quick Draw	See Text
Skill Focus (Bluff)	See Text
Weapon Focus (Warhammer)	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, 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, Dwarven