

Igor Male Human Nob12Com7

NAME	
Ari12 Com7	174000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	17	+3	17	+3
CHA Charisma	20	+5	20	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	+6	+1	+0	+0		
REFLEX (dexterity)	+10	+6	+4	+0	+0		
WILLPOWER (wisdom)	+13	+10	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9/+4	+12/+7/+2	+2	+0	+0	
RANGED attack bonus	+16/+11/+6	+12/+7/+2	+4	+0	+0	
GRAPPLE attack bonus	+14/+9/+4	+12/+7/+2	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d3+2	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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Far Shot	See Text
Improved Initiative	See Text
Leadership	See Text
Point Blank Shot	See Text
Shield Proficiency	See Text
Skill Focus (Perform (Oratory), Knowledge (Local), Knowledge (History), Craft (Alchemy))	See Text
Tower Shield Proficiency	See Text

NPC

PLAYERNAME		DEITY	
Human	Medium	5'10"	192 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED						
hit points	94														Walk 30'					
AC	14	10	14	=	10	+	0	+	0	+	4	+	0	+	0		0	+0	0	
armor class	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	+8	+4	+4
TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+12/+7/+2		

SKILLS					MAX RANKS	22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Alchemy)	INT	11	= 1	+ 7.0	+ 3	
Craft (Blacksmithing)	INT	4	= 1	+ 3.0	+	
Craft (Weaponsmithing)	INT	6	= 1	+ 5.0	+	
Decipher Script	INT	2	= 1	+ 1.5	+	
Handle Animal	CHA	15	= 5	+ 10.0	+	
✓ Intimidate	CHA	19	= 5	+ 14.0	+	
Knowledge (History)	INT	13	= 1	+ 12.0	+	
Knowledge (Local)	INT	16	= 1	+ 15.5	+	
Perform (Act)	CHA	14	= 5	+ 9.0	+	
Perform (Comedy)	CHA	20	= 5	+ 12.0	+ 3	
Perform (Keyboard Instruments)	CHA	20	= 5	+ 15.0	+	
Perform (Oratory)	CHA	18	= 5	+ 13.0	+	
			=	+	+	

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, Goblin