

Thamimust Male Elf
Nob3Com10

Table with 2 columns: Attribute, Value. Includes NAME, CLASS, LEVEL, NEXT LEVEL, HP, AC, INITIATIVE, BASE ATTACK, SAVING THROWS, FORTITUDE, REFLEX, WILLPOWER.

NPC

Table with 2 columns: Attribute, Value. Includes PLAYERNAME, RACE, SIZE, AGE, GENDER, DEITY, HEIGHT, WEIGHT, EYES, HAIR.

Chaotic Evil

Table with 2 columns: Attribute, Value. Includes ALIGNMENT, VISION, POINTS.

Table with 4 columns: Ability Name, Ability Score, Ability Modifier, Temp Score, Temp Modifier. Includes STR, DEX, CON, INT, WIS, CHA.

Table with 4 columns: HP, AC, INITIATIVE, BASE ATTACK. Includes WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, SPEED.

Table with 4 columns: Saving Throws, Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, Temp Modifier, Conditional Modifiers. Includes FORTITUDE, REFLEX, WILLPOWER.

Table with 4 columns: MELEE, RANGED, GRAPPLE. Includes TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, TEMP MODIFIER.

Table with 4 columns: UNARMED, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Includes +11/+6, 1d3+4, 20/x2.

Table with 4 columns: ARMOR, TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

Table with 4 columns: EQUIPMENT, ITEM, LOCATION, QTY, WT, COST. Includes Outfit (Explorer's).

Table with 4 columns: WEIGHT ALLOWANCE, Light, Medium, Heavy. Includes 100.0, 200.0, 300.0.

Table with 4 columns: FEATS, Armor Proficiency, Dodge, Exotic Weapon Proficiency, Point Blank Shot, Shield Proficiency, Skill Focus, Tower Shield Proficiency.

Table with 4 columns: SKILLS, SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes Craft, Disguise, Listen, Perform, Sense Motive, Speak Language.

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 (Orc Double), 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, Ransur, 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, Draconic, Elven, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan