

NAME	
Com4 Ari12	144000
CLASS	EXPERIENCE
16	136000
TCL	NEXT LEVEL

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Female
AGE	GENDER

DEITY	
5'6"	163 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Good
ALIGNMENT
Normal
VISION
0
POINTS

WOUNDS/CURRENT HP

HP hit points	71						
AC armor class	12	:	10	:	12	=	10
	TOTAL		FLAT		TOUCH		BASIC

INITIATIVE
modifier

+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER

BASE ATTACK
bonus

+11/+6/+1

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	=	+11/+6/+1	+4	+0	+0	
RANGED attack bonus	+13/+8/+3	=	+11/+6/+1	+2	+0	+0	
GRAPPLE attack bonus	+15/+10/+5	=	+11/+6/+1	+4	+0	+0	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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DC21

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

WEIGHT ALLOWANCE

Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

Alertness	See Text
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Shield Proficiency	See Text
Skill Focus (Knowledge (Architecture and Engineering))	See Text
Stunning Fist	See Text
Tower Shield Proficiency	See Text
Track	See Text

SUBDUAL DAMAGE							DAMAGE REDUCTION		SPEED		
									Walk 30'		
+0	+0	+2	+0	+0	+0				0	+0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC. MODIFIER	MISS CHANCE			ARCANE SPELL CASTING	ARMOR CHECK ROLL	SPELL RESISTANCE

Skill Name		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
✓	Climb	STR	11	= 4	+ 7.0	+
	Craft (Woodworking)	INT	6	= 1	+ 5.0	+
✓	Forgery	INT	13	= 1	+ 12.0	+
✓	Gather Information	CHA	18	= 5	+ 13.0	+
	Handle Animal	CHA	20	= 5	+ 15.0	+
	Knowledge (Architecture and Engineering)	INT	11	= 1	+ 10.0	+
	Perform (Comedy)	CHA	15	= 5	+ 7.0	+ 3
	Perform (Dance)	CHA	15	= 5	+ 10.0	+
	Profession (Hunter)	WIS	11	= 3	+ 8.0	+
	Speak Language		10	= 0	+ 10.0	+
	Tumble	DEX	5	= 2	+ 3.0	+
				=	+	+

Stunning Fist attack 4/day (DC 21)

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), 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, Shortspears, Sling, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armored Shield, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

Auran, Celestial, Common, Dwarven, Elven, Giant, Gnom, Goblin, Ignan, Sylvan