

Hroald Male Human Com1Exp9

NAME

Com1 Exp9

72000

CLASS

EXPERIENCE

10

55000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	= +3	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+8	= +3	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+10	= +6	+ +4	+ +0	+ +0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Alertness	See Text
Armor Proficiency (Light)	See Text
Far Shot	See Text
Improved Initiative	See Text
Point Blank Shot	See Text
Skill Focus (Craft (Painting))	See Text

NPC

PLAYERNAME

Human

Medium

5'7"

165 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

HP hit points	49	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	15	: 10	: 15	= 10	+ 0	+ 0	+ 5	+ 0	+ 0	+ 0	+ 0	Walk 30'		
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	+9	= +5	+ +4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		13/6.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	7	= 1	+ 6.0	+
Craft (Carpentry)	INT	8	= 1	+ 7.0	+
Craft (Leatherworking)	INT	6	= 1	+ 5.5	+
Craft (Painting)	INT	6	= 1	+ 5.0	+
Craft (Woodworking)	INT	3	= 1	+ 2.0	+
Decipher Script	INT	11	= 1	+ 10.0	+
✓ Heal	WIS	15	= 4	+ 11.0	+
✓ Jump	STR	13	= 2	+ 11.0	+
Knowledge (Geography)	INT	6	= 1	+ 5.0	+
Knowledge (History)	INT	7	= 1	+ 6.0	+
Profession (Miner)	WIS	14	= 4	+ 10.0	+
					= + +
					✓ : can be used untrained. X : exclusive skills

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES
Common, Infernal