

Einur Male Dwarf War7Com10

NAME

NPC

PLAYERNAME

DEITY

Lawful Neutral

ALIGNMENT

War7 Com10

132000

Dwarf

Medium

4'3"

202 lbs

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

17

153000

0

Male

EYES

, HAIR

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	10	+0	10	+0

HP		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED															
hit points		104										Walk 20'																	
AC		14		:	10	:	14	=	10	+	0	+	0	+	4	+	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	+4	=	+4	+	+0
modifier	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK	+12/+7/+2				
bonus					

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	20/10
Craft (Blacksmithing)		INT	8	=	1	+ 5.0 + 2
Craft (Sculpting)		INT	7	=	1	+ 6.0 +
Craft (Shipmaking)		INT	4	=	1	+ 3.0 +
Handle Animal		CHA	12	=	0	+ 12.0 +
✓	Intimidate	CHA	9	=	0	+ 9.0 +
✓	Jump	STR	15	=	5	+ 10.0 +
Profession (Miner)		WIS	12	=	1	+ 11.5 +
				=		+ +
		✓ : can be used untrained. X : exclusive skills				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	=	+8	+	+2	+	
REFLEX (dexterity)	+9	=	+5	+	+4	+	
WILLPOWER (wisdom)	+6	=	+5	+	+1	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	=	+12/+7/+2	+5	+0	+0	
RANGED attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	
GRAPPLE attack bonus	+17/+12/+7	=	+12/+7/+2	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+5	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
-------	------	----	--------	-------	---------------

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	153.0	Medium	306.0
Lift over head	460.0	Lift off ground	920.0
		Heavy	460.0
		Push / Drag	2300.0

FEATS	
Alertness	See Text
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Dodge	See Text
Improved Critical (Sickle)	See Text
Improved Unarmed Strike	See Text
Shield Proficiency	See Text
Skill Focus (Profession (Miner))	See Text
Tower Shield Proficiency	See Text
Weapon Focus (Sickle)	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Stability

Stonecunning

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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Goblin