

Drusinthe Female Elf Ftr18

NAME

Ftr18

CLASS

306000

EXPERIENCE

18

TCL

171000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'5"

HEIGHT

104 lbs

WEIGHT

0

AGE

Female

GENDER

True Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

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

HP

hit points

135

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+9

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+18/+13/+8/+3

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+13

REFLEX

(dexterity)

+13

WILLPOWER

(wisdom)

+7

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+23/+18/+13/+8

RANGED

attack bonus

+23/+18/+13/+8

GRAPPLE

attack bonus

+23/+18/+13/+8

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+23/+18/+13/+8

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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Blind-Fight	See Text
Combat Expertise	See Text
Combat Reflexes	See Text
Dodge	See Text
Improved Initiative	See Text
Improved Trip	See Text
Lightning Reflexes	See Text
Mobility	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Quick Draw	See Text
Rapid Reload (Crossbow (Heavy))	See Text
Shot on the Run	See Text
Spring Attack	See Text

SKILLS						MAX RANKS	21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Bluff	CHA	8	=	4	+ 4.5	+	
✓ Climb	STR	24	=	5	+ 19.0	+	
Craft (Pottery)	INT	24	=	4	+ 20.0	+	
Handle Animal	CHA	22	=	4	+ 18.0	+	
✓ Intimidate	CHA	24	=	4	+ 20.0	+	
✓ Move Silently	DEX	8	=	5	+ 3.0	+	
✓ Ride	DEX	18	=	5	+ 11.0	+	2
Sleight of Hand	DEX	5	=	5	+ 0.5	+	
Spellcraft	INT	9	=	4	+ 5.0	+	
Tumble	DEX	9	=	5	+ 4.5	+	
✓ Use Rope	DEX	9	=	5	+ 4.5	+	
						=	+ +
✓ : can be used untrained. X : exclusive skills							

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 (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, Elven, Gnoll, Gnome, Orc, Sylvan