

Bombnal Female Dwarf Ftr16

NAME

Ftr16

CLASS

16

TCL

240000

EXPERIENCE

136000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

0

AGE

Female

GENDER

DEITY

4'0"

HEIGHT

140 lbs

WEIGHT

,

HAIR

EYES

Neutral Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP hit points	158	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED						
AC armor class	14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0	+	0		0	+0	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE	

INITIATIVE modifier	+4	=	+4	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+16/+11/+6/+1				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5
✓ Climb		STR	19	=	5	+ 14.0 +
Handle Animal		CHA	17	=	1	+ 16.0 +
✓ Intimidate		CHA	16	=	1	+ 15.0 +
✓ Jump		STR	19	=	5	+ 14.0 +
✓ Ride		DEX	25	=	4	+ 19.0 + 2
✓ Swim		STR	22	=	5	+ 17.0 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+16	=	+10	+	+4	+	+0	+	+2	+	
REFLEX (dexterity)	+9	=	+5	+	+4	+	+0	+	+0	+	
WILLPOWER (wisdom)	+6	=	+5	+	+1	+	+0	+	+0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
+21/+16/+11/+6	=	+16/+11/+6/+1	+	+5	+	+0	+	+0	+		
RANGED attack bonus	+20/+15/+10/+5	=	+16/+11/+6/+1	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+21/+16/+11/+6	=	+16/+11/+6/+1	+	+5	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+21/+16/+11/+6	1d3+5	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	153.0	Medium	306.0
Lift over head	460.0	Lift off ground	920.0
		Heavy	460.0
		Push / Drag	2300.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Great Cleave	See Text
Great Fortitude	See Text
Point Blank Shot	See Text
Power Attack	See Text
Rapid Shot	See Text
Self Sufficient	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, Giant, Gnome, Undercommon