

Laucimust Male Elf Ftr19

NAME	
Ftr19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	14	+2	14	+2
CON Constitution	16	+3	16	+3
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)	+14	= +11	+ +3	+ +0	+ +0		
REFLEX (dexterity)	+8	= +6	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+10	= +6	+ +4	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+23/+18/+13/+8	= +19/+14/+9/+4	+ +4	+ +0	+ +0	
RANGED attack bonus	+21/+16/+11/+6	= +19/+14/+9/+4	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+23/+18/+13/+8	= +19/+14/+9/+4	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	1d3+4	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
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WEIGHT ALLOWANCE					
Light	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Improved Critical (Sickle)	See Text
Improved Sunder	See Text
Mobility	See Text
Mounted Combat	See Text
Persuasive	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Quick Draw	See Text
Rapid Shot	See Text
Weapon Focus (Sickle)	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	153	WOUNDS/CURRENT HP
AC	armor class	12	10 : 12 = 10
TOTAL	FLAT	TOUCH	BASE

INITIATIVE	modifier	+2	=	+2	+	+0
		TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK	bonus	+19/+14/+9/+4				

DEITY	
4'10"	100 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	2	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	23	= 4	+ 19.0 +
✓ Intimidate	CHA	16	= 1	+ 13.0 + 2
✓ Jump	STR	17	= 4	+ 13.0 +
✓ Ride	DEX	18	= 2	+ 16.0 +
✓ Swim	STR	9	= 4	+ 5.0 +
_____ = _____ + _____ + _____				
✓ : 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, Orc