

Ivan Male Human Ftr17

NAME	
Ftr17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+13	= +10	+ +3	+ +0	+ +0		
REFLEX (dexterity)	+9	= +5	+ +4	+ +0	+ +0		
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+23/+18/+13/+8	= +17/+12/+7/+2	+ +6	+ +0	+ +0	
RANGED attack bonus	+21/+16/+11/+6	= +17/+12/+7/+2	+ +4	+ +0	+ +0	
GRAPPLE attack bonus	+23/+18/+13/+8	= +17/+12/+7/+2	+ +6	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	1d3+6	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	173.0	Medium	346.0	Heavy	520.0
Lift over head	520.0	Lift off ground	1040.0	Push / Drag	2600.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Great Cleave	See Text
Greater Weapon Focus (Greataxe)	See Text
Improved Initiative	See Text
Point Blank Shot	See Text
Power Attack	See Text
Run	See Text
Skill Focus (Climb)	See Text
Weapon Focus (Halberd, Javelin, Greataxe, Longsword)	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	160	WOUNDS/CURRENT HP
AC	armor class	14	: 10 : 14 = 10
TOTAL		FLAT	TOUCH

<b>INITIATIVE</b> modifier	<div>+8</div> TOTAL	=	<div>+4</div> DEX MODIFIER	+	<div>+4</div> MISC MODIFIER
<b>BASE ATTACK</b> bonus	<div>+17/+12/+7/+2</div>				

DEITY	
5'7"	165 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	4	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	28	= 6	+ 19.0 + 3
Handle Animal	CHA	16	= 1	+ 15.0 +
✓ Intimidate	CHA	16	= 1	+ 15.0 +
✓ Ride	DEX	18	= 4	+ 12.0 + 2
✓ Swim	STR	25	= 6	+ 19.0 +
_____ = _____ + _____ + _____				
✓ : can be used untrained. x : exclusive skills				

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, Undercommon