

Zokrah Female Half-orc Ftr9

NAME

Ftr9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

5'6"

HEIGHT

202 lbs

WEIGHT

0

HAIR

0

POINTS

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	14	+2	14	+2

HP hit points	105	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	ARMOR CHECK PENALTY

INITIATIVE modifier	+8	+4	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+9/+4		

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓ Climb	STR	17	=	6	+ 11.0	+
✓ Intimidate	CHA	12	=	2	+ 10.0	+
Knowledge (Architecture and Engineering)	INT	6	=	1	+ 5.0	+
✓ Survival	WIS	3	=	1	+ 2.0	+
✓ Use Rope	DEX	7	=	4	+ 3.0	+
✓ : 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	= +6	+4	+0	+0		
REFLEX (dexterity)	+7	= +3	+4	+0	+0		
WILLPOWER (wisdom)	+4	= +3	+1	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+15/+10	= +9/+4	+6	+0	+0	
GRAPPLE attack bonus	+13/+8	= +9/+4	+4	+0	+0	
	+15/+10	= +9/+4	+6	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10	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
Lift over head	520.0	Lift off ground	1040.0
		Heavy	520.0
		Push / Drag	2600.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Dodge	See Text
Improved Critical (Longspear)	See Text
Improved Initiative	See Text
Power Attack	See Text
Quick Draw	See Text
Weapon Focus (Longspear)	See Text

SPECIAL ABILITIES

Orc Blood

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, Ransour, 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, Orc, Undercommon