

Nikolai Male Half-Elf Ftr16

NAME	
Ftr16	240000
CLASS	EXPERIENCE
16	136000
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	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +10	+ +1	+ +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	+22/+17/+12/+7	= +16/+11/+6/+1	+ +6	+ +0	+ +0	
RANGED attack bonus	+20/+15/+10/+5	= +16/+11/+6/+1	+ +4	+ +0	+ +0	
GRAPPLE attack bonus	+22/+17/+12/+7	= +16/+11/+6/+1	+ +6	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	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
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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
Exotic Weapon Proficiency	See Text
Greater Weapon Focus (Flail)	See Text
Improved Critical (Flail)	See Text
Improved Initiative	See Text
Improved Sunder	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Rapid Shot	See Text
Weapon Focus (Flail)	See Text

NPC

PLAYERNAME		DEITY	
Half-Elf	Medium	5'9"	198 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED							
hit points	122														Walk 30'							
AC	14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0		0	+0	0	
mor class	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE

INITIATIVE	+8	= +4	+ +4
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+16/+11/+6/+1		
bonus			

SKILLS					MAX RANKS	19/9.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	24	= 6	+ 18.0	+
	Handle Animal	CHA	8	= 1	+ 7.0	+
✓	Intimidate	CHA	15	= 1	+ 14.0	+
✓	Ride	DEX	18	= 4	+ 12.0	+ 2
✓	Swim	STR	13	= 6	+ 7.0	+
_____			_____	=	_____	_____
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Elven Blood
Immunity to sleep spells and similar magical effects.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Dire), 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, Ransneur, 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
Auran, Common, Elven