

Helga Female Human Ftr19

| | |
|-------|------------|
| NAME | |
| Ftr19 | 342000 |
| CLASS | EXPERIENCE |
| 19 | 190000 |
| TCL | NEXT LEVEL |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR Strength | 20 | +5 | 20 | +5 |
| DEX Dexterity | 14 | +2 | 14 | +2 |
| CON Constitution | 12 | +1 | 12 | +1 |
| INT Intelligence | 18 | +4 | 18 | +4 |
| 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) | +12 | = +11 | + +1 | + +0 | + +0 | + | |
| REFLEX (dexterity) | +10 | = +6 | + +2 | + +0 | + +2 | + | |
| WILLPOWER (wisdom) | +7 | = +6 | + +1 | + +0 | + +0 | + | |

| | TOTAL | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|-------------------------|----------------|-------------------|---------------|---------------|---------------|---------------|
| MELEE attack bonus | +24/+19/+14/+9 | = +19/+14/+9/+4 | + +5 | + +0 | + +0 | + |
| RANGED attack bonus | +21/+16/+11/+6 | = +19/+14/+9/+4 | + +2 | + +0 | + +0 | + |
| GRAPPLE attack bonus | +24/+19/+14/+9 | = +19/+14/+9/+4 | + +5 | + +0 | + +0 | + |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +24/+19/+14/+9 | 1d3+5 | 20/x2 |

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| 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 | 133.0 | Medium | 266.0 | Heavy | 400.0 |
| Lift over head | 400.0 | Lift off ground | 800.0 | Push / Drag | 2000.0 |

| FEATS | |
|-----------------------------|----------|
| Blind-Fight | See Text |
| Combat Expertise | See Text |
| Combat Reflexes | See Text |
| Dodge | See Text |
| Endurance | See Text |
| Improved Feint | See Text |
| Improved Initiative | See Text |
| Lightning Reflexes | See Text |
| Mobility | See Text |
| Point Blank Shot | See Text |
| Power Attack | See Text |
| Shot on the Run | See Text |
| Track | See Text |
| Weapon Focus (Mace (Heavy)) | See Text |

NPC

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|------------|--------|
| PLAYERNAME | |
| Human | Medium |
| RACE | SIZE |
| 0 | Female |
| AGE | GENDER |

| HP | hit points | 135 | WOUNDS/CURRENT HP |
|-------|-------------|------|--------------------|
| AC | armor class | 12 | : 10 : 12 = 10 + 0 |
| TOTAL | | FLAT | TOUCH |

| INITIATIVE | modifier | +6 | = +2 + +4 |
|------------|----------|--------------|---------------|
| TOTAL | | DEX MODIFIER | MISC MODIFIER |

| BASE ATTACK | bonus | +19/+14/+9/+4 |
|-------------|-------|---------------|
|-------------|-------|---------------|

| | |
|--------|---------|
| DEITY | |
| 5'2" | 103 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 |
| ✓ Bluff | CHA | 9 | = 1 + 8.0 | + |
| ✓ Climb | STR | 26 | = 5 + 21.0 | + |
| Decipher Script | INT | 13 | = 4 + 9.5 | + |
| Disable Device | INT | 4 | = 4 + 0.5 | + |
| ✓ Escape Artist | DEX | 3 | = 2 + 1.0 | + |
| ✓ Intimidate | CHA | 24 | = 1 + 21.0 | 2 |
| ✓ Jump | STR | 26 | = 5 + 21.0 | + |
| Knowledge (Arcana) | INT | 12 | = 4 + 8.5 | + |
| Perform (Dance) | CHA | 7 | = 1 + 6.0 | + |
| ✓ Ride | DEX | 22 | = 2 + 20.0 | + |
| ✓ Sense Motive | WIS | 12 | = 1 + 11.0 | + |
| = + + | | | | |
| ✓ : 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, Dwarven, Gnoll, Ignan, Sylvan |