

Moror Male Dwarf Ftr15

NAME

Ftr15

CLASS

15

TCL

210000

EXPERIENCE

120000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'0"

HEIGHT

154 lbs

WEIGHT

0

Male

GENDER

EYES

HAIR

Neutral Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	13	+1	13	+1
CON Constitution	21	+5	21	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	10	+0	10	+0

HP hit points	154	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED										
AC armor class	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0	Walk 20'							
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+1	=	+1	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+15/+10/+5				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
Handle Animal	CHA	18	=	0	+ 18.0	+
Intimidate	CHA	5	=	0	+ 5.0	+
Knowledge (Geography)	INT	5	=	1	+ 4.5	+
Perform (Comedy)	CHA	2	=	0	+ 2.0	+
Ride	DEX	21	=	1	+ 18.0	2
Sense Motive	WIS	1	=	1	+ 0.5	+
				=	+	+
✓ : can be used untrained. X : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+14	=	+9	+	+5	+	+0	+	+0	+	
REFLEX (dexterity)	+6	=	+5	+	+1	+	+0	+	+0	+	
WILLPOWER (wisdom)	+8	=	+5	+	+1	+	+0	+	+2	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+20/+15/+10	=	+15/+10/+5	+	+5	+	+0	+	+0	+	
RANGED attack bonus	+16/+11/+6	=	+15/+10/+5	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+20/+15/+10	=	+15/+10/+5	+	+5	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+20/+15/+10	1d3+5	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	133.0	Medium	266.0
Lift over head	400.0	Lift off ground	800.0
		Heavy	400.0
		Push / Drag	2000.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Exotic Weapon Proficiency	See Text
Far Shot	See Text
Iron Will	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Rapid Shot	See Text
Weapon Focus (Greatsword)	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.
- Stability
- Stonecunning

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Hand), 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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Terran