

Quarios Male Elf Nob4Exp10

NAME	
Ari4 Exp10	102000
CLASS	EXPERIENCE
14	105000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	16	+3	16	+3
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +4	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +4	+ +3	+ +0	+ +0	+	
WILLPOWER (wisdom)	+14	= +11	+ +1	+ +0	+ +2	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	= +10/+5	+ +2	+ +0	+ +0	+
RANGED attack bonus	+13/+8	= +10/+5	+ +3	+ +0	+ +0	+
GRAPPLE attack bonus	+12/+7	= +10/+5	+ +2	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Alertness	See Text
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Endurance	See Text
Iron Will	See Text
Shield Proficiency	See Text
Skill Focus (Bluff, Spellcraft)	See Text
Tower Shield Proficiency	See Text

NPC

PLAYERNAME		DEITY	
Elf	Medium	4'7"	93 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
80				Walk 30'
AC armor class	13	10	13	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT MODIFIER
				SIZE MODIFIER
				NATURAL ARMOR MODIFIER
				MISC MODIFIER
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESISTANCE

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+3	= +3	+ +0	
BASE ATTACK	+10/+5		

SKILLS		MAX RANKS	17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
✓ Bluff	CHA	10	= 4 + 6.0 +
✓ Concentration	CON	3	= 2 + 1.0 +
Craft (Carpentry)	INT	7	= 4 + 3.5 +
Craft (Leatherworking)	INT	17	= 4 + 13.0 +
Craft (Stonemasonry)	INT	7	= 4 + 3.5 +
Craft (Weaponsmithing)	INT	6	= 4 + 2.0 +
✓ Escape Artist	DEX	10	= 3 + 5.5 + 2
✓ Gather Information	CHA	11	= 4 + 7.5 +
Knowledge (Geography)	INT	11	= 4 + 7.5 +
Knowledge (Local)	INT	4	= 4 + 0.5 +
Knowledge (Nobility and Royalty)	INT	15	= 4 + 11.0 +
✓ Listen	WIS	10	= 1 + 5.0 + 4
Perform (Comedy)	CHA	14	= 4 + 7.5 + 3
Perform (Oratory)	CHA	10	= 4 + 6.0 +
Perform (Percussion Instruments)	CHA	11	= 4 + 7.0 +
Perform (String Instruments)	CHA	5	= 4 + 1.5 +
Profession (Miner)	WIS	2	= 1 + 1.0 +
✓ Search	INT	9	= 4 + 3.5 + 2
Speak Language		6	= 0 + 6.0 +
Spellcraft	INT	10	= 4 + 6.5 +
✓ Swim	STR	4	= 2 + 2.0 +
Use Magic Device	CHA	16	= 4 + 12.0 +
✓ Use Rope	DEX	9	= 3 + 6.0 +
= + +			

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep effects.

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

Auran, Celestial, Common, Draconic, Elven, Gnoll, Gnome, Goblin, Infernal, Orc, Sylvan, Undercommon