

Bofar Male Dwarf Nob2Exp7

NAME

Ari2 Exp7

CLASS

9

TCL

44000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'2"

HEIGHT

170 lbs

WEIGHT

0

Male

GENDER

EYES

HAIR

Lawful Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	14	+2	14	+2
INT Intelligence	15	+2	15	+2
WIS Wisdom	14	+2	14	+2
CHA Charisma	16	+3	16	+3

WOUNDS/CURRENT HP

HP

hit points

65

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

MISS CHANCE

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓ Appraise	INT	7	= 2	+ 5.0	+
✓ Bluff	CHA	8	= 3	+ 5.0	+
✓ Climb	STR	10	= 1	+ 9.0	+
Craft (Armorsmithing)	INT	11	= 2	+ 7.0	+ 2
✓ Escape Artist	DEX	8	= 4	+ 4.5	+
Knowledge (Architecture and Engineering)	INT	4	= 2	+ 2.0	+
Knowledge (Geography)	INT	6	= 2	+ 4.0	+
Knowledge (Local)	INT	7	= 2	+ 5.0	+
Perform (Oratory)	CHA	13	= 3	+ 10.0	+
Perform (String Instruments)	CHA	10	= 3	+ 7.0	+
✓ Ride	DEX	14	= 4	+ 10.0	+
✓ Sense Motive	WIS	3	= 2	+ 1.0	+
✓ Swim	STR	6	= 1	+ 5.0	+
					_____ = _____ + _____ + _____
					✓ : can be used untrained. x : exclusive skills

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+4

=

+2

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+6

=

+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

+10

=

+8

+

+2

+

+0

+

+0

+

TEMP MODIFIER

MELEE

attack bonus

TOTAL

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

TEMP MODIFIER

RANGED

attack bonus

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

+7/+2

=

+6/+1

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+7/+2

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	43.0	Medium	86.0
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Point Blank Shot	See Text
Shield Proficiency	See Text
Skill Focus (Knowledge (Local), Perform (Oratory))	See Text
Toughness (1x)	See Text
Tower Shield Proficiency	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 (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, Gnome