

Hallgerd Female Half-Elf
Com4Nob12

NAME
Com4 Ari12
CLASS
16
TCL
NEXT LEVEL

Table with 5 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table for saving throws: FORTITUDE (constitution), REFLEX (dexterity), WILLPOWER (wisdom). Columns include TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC MODIFIER, TEMP MODIFIER, and conditional modifiers.

Table for attack bonuses: MELEE (attack bonus), RANGED (attack bonus), GRAPPLE (attack bonus). Columns include TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, and TEMP MODIFIER.

Table for unarmed attack: UNARMED. Columns include TOTAL ATTACK BONUS, DAMAGE, and CRITICAL.

Table for armor: ARMOR. Columns include TYPE, AC, MAXDEX, CHECK, and SPELL FAILURE.

Table for equipment: EQUIPMENT. Columns include ITEM, LOCATION, QTY, WT, and COST. Row for Outfit (Explorer's).

Table for weight allowance: WEIGHT ALLOWANCE. Columns include Light, Medium, Heavy, and Push / Drag. Rows for 116.0, 233.0, 350.0, and 1750.0.

Table for feats: FEATS. Rows include Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Leadership, Mounted Combat, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, and Tower Shield Proficiency.

NPC

PLAYERNAME
Half-Elf
Medium
5'2"
143 lbs
DEITY
HEIGHT
WEIGHT

Table for HP and AC: HP (hit points), AC (armor class). Columns include WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED.

Table for initiative and base attack: INITIATIVE, BASE ATTACK. Columns include modifier, TOTAL, DEX MODIFIER, and MISC MODIFIER.

Table for skills: SKILLS. Columns include SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, and MISC MODIFIER. Rows include Climb, Craft (Painting), Knowledge (Architecture and Engineering), Knowledge (Geography), Knowledge (Local), Knowledge (Nature), Perform (String Instruments), Perform (Wind Instruments), Ride, and Swim.

Table for special abilities: SPECIAL ABILITIES. Rows include +2 racial bonus on saving throws against enchantment spells or effects, Elven Blood, and Immunity to sleep spells and similar magical effects.

Table for proficiencies: PROFICIENCIES. Rows include 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, Ranscur, 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.

Table for languages: LANGUAGES. Row for Common, Elven, Ignan.