

Nois Female Dwarf Com5Nob11

NAME

Com5 Ari11 130000
CLASS EXPERIENCE
16 136000
TCL NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	18	+4	18	+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)	+5	= +4	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+10	= +8	+ +2	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+
RANGED attack bonus	+11/+6	= +10/+5	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+4	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	116.0	Medium	233.0
Lift over head	350.0	Lift off ground	700.0
		Heavy	350.0
		Push / Drag	1750.0

FEATS	
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Exotic Weapon Proficiency	See Text
Leadership	See Text
Point Blank Shot	See Text
Shield Proficiency	See Text
Skill Focus (Profession (Miner), Ride)	See Text
Tower Shield Proficiency	See Text
Weapon Focus (Longbow)	See Text

NPC

PLAYERNAME

Dwarf Medium 4'1" 136 lbs
RACE SIZE HEIGHT WEIGHT
0 Female
AGE GENDER EYES HAIR

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points	104			Walk 20'
AC	11	10	11	0
armor class	TOTAL	FLAT	TOUCH	ARCANE SPELL FAILURE
		BASE		ARMOR CHECK PENALTY
		ARMOR BONUS		SPELL RESISTANCE
		SHIELD BONUS		
		STAT MODIFIER		
		SIZE MODIFIER		
		NATURAL ARMOR		
		MISC MODIFIER		
		MISS CHANCE		

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

SKILLS		MAX RANKS		19/9.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	15	= 1	+ 14.0	+
Craft (Alchemy)	INT	10	= 1	+ 6.0	+ 3
Craft (Stonemasonry)	INT	3	= 1	+ 0.5	+ 2
Disable Device	INT	4	= 1	+ 3.0	+
Knowledge (Arcana)	INT	8	= 1	+ 7.0	+
Knowledge (Architecture and Engineering)	INT	9	= 1	+ 8.0	+
✓ Listen	WIS	6	= 2	+ 4.0	+
Perform (Dance)	CHA	15	= 4	+ 11.0	+
Profession (Miner)	WIS	10	= 2	+ 8.0	+
✓ Ride	DEX	12	= 1	+ 11.0	+
Use Magic Device	CHA	6	= 4	+ 2.5	+
			= +		+

✓ : can be used untrained. X : exclusive skills

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
Stonemunning

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 (Gnome Hooked), 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, Undercommon