

Drusiphia Female Half-Elf Ftr19

NAME

Ftr19

CLASS

342000

EXPERIENCE

19

TCL

190000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS

Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Expertise	See Text
Diligent	See Text
Greater Weapon Focus (Greataxe)	See Text
Improved Bull Rush	See Text
Improved Critical (Greataxe)	See Text
Improved Disarm	See Text
Improved Initiative	See Text
Improved Trip	See Text
Point Blank Shot	See Text
Power Attack	See Text
Toughness (1x)	See Text
Weapon Focus (Greataxe)	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'1"

HEIGHT

120 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP  
hit points

136

WOUNDS/CURRENT HP

AC  
armor class

11

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK  
bonus

+19/+14/+9/+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS		MAX RANKS		22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Climb	STR	25	= 5	+ 20.0 +
Craft (Alchemy)	INT	11	= 4	+ 7.0 +
Handle Animal	CHA	22	= 1	+ 21.0 +
✓ Intimidate	CHA	20	= 1	+ 19.0 +
✓ Jump	STR	24	= 5	+ 19.0 +
Perform (Comedy)	CHA	9	= 1	+ 8.0 +
✓ Ride	DEX	18	= 1	+ 15.0 + 2
✓ Swim	STR	26	= 5	+ 21.0 +

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical 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

Abyssal, Aquan, Common, Elven, Halfling, Ignan