

Alfgeir Male Human Ftr17

NAME

Ftr17

CLASS

272000

EXPERIENCE

17

TCL

153000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

165 lbs

WEIGHT

0

AGE

Male

GENDER

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	19	+4	19	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP  
hit points

169

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

12

TOTAL

:

10

:

12

:

10

:

0

:

0

:

2

:

0

:

0

:

0

:

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE  
modifier

+6

TOTAL

=

+2

DEX MODIFIER

+

+4

MISC MODIFIER

BASE ATTACK  
bonus

+17/+12/+7/+2

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+14

=

+10

BASE SAVE

+

+4

 ABILITY MODIFIER | + | +0 | MAGIC MODIFIER | + | +0 | MISC MODIFIER | + |  | TEMP MODIFIER |  | conditional modifiers ||  | +9 | = | +5 |  | +2 |  | +0 |  | +2 |  |  |  |  |
|  | +6 | = | +5 |  | +1 |  | +0 |  | +0 |  |  |  |  |

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

TOTAL

+22/+17/+12/+7

=

+17/+12/+7/+2

BASE ATTACK BONUS

+

+5

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER |  ||  | +19/+14/+9/+4 | = | +17/+12/+7/+2 |  | +2 |  | +0 |  | +0 |  |  |  |  |
|  | +22/+17/+12/+7 | = | +17/+12/+7/+2 |  | +5 |  | +0 |  | +0 |  |  |  |  |

UNARMED

TOTAL ATTACK BONUS

+22/+17/+12/+7

DAMAGE

1d3+5

CRITICAL

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
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WEIGHT ALLOWANCE					
Light	153.0	Medium	306.0	Heavy	460.0
Lift over head	460.0	Lift off ground	920.0	Push / Drag	2300.0

FEATS	
Cleave	See Text
Combat Reflexes	See Text
Great Cleave	See Text
Greater Weapon Focus (Crossbow (Light))	See Text
Improved Bull Rush	See Text
Improved Initiative	See Text
Improved Sunder	See Text
Investigator	See Text
Lightning Reflexes	See Text
Martial Weapon Proficiency	See Text
Power Attack	See Text
Quick Draw	See Text
Toughness (1x)	See Text
Weapon Focus (Crossbow (Light))	See Text
Weapon Specialization (Crossbow (Light))	See Text

SKILLS		MAX RANKS		20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	25	=	5	+20.0 +
Handle Animal	CHA	18	=	1	+17.0 +
✓ Intimidate	CHA	4	=	1	+3.0 +
✓ Listen	WIS	2	=	1	+1.0 +
✓ Ride	DEX	24	=	2	+20.0 + 2
✓ Swim	STR	19	=	5	+14.0 +
✓ Use Rope	DEX	5	=	2	+3.0 +
✓ : can be used untrained. ✕ : exclusive skills					

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	
Common, Infernal	

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak & Dimrill.  
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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