

Astrid Female Human Ftr12

NAME

Ftr12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'1"

HEIGHT

133 lbs

WEIGHT

0

AGE

Female

GENDER

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	17	+3	17	+3
CON Constitution	13	+1	13	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP
hit points

85

WOUNDS/CURRENT HP

AC
armor class

13

TOTAL

:

10

FLAT

:

13

TOUCH

=

10

BASE

+

0

ARMOR BONUS

+

0

SHIELD BONUS

+

3

STAT MODIFIER

+

0

SIZE MODIFIER

+

0

NATURAL ARMOR MODIFIER

+

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+7

TOTAL

=

+3

DEX MODIFIER

+

+4

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED
Walk 30'

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+8

BASE SAVE

+

+1

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

+7

=

+4

+

+3

+

+0

+

+0

+

+5

=

+4

+

+1

+

+0

+

+0

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+16/+11/+6

=

+12/+7/+2

BASE ATTACK BONUS

+

+4

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

+15/+10/+5

=

+12/+7/+2

+

+3

+

+0

+

+0

+

+16/+11/+6

=

+12/+7/+2

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+16/+11/+6

1d3+4

20/x2

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Exotic Weapon Proficiency	See Text
Far Shot	See Text
Great Cleave	See Text
Improved Initiative	See Text
Point Blank Shot	See Text
Power Attack	See Text

SKILLS					MAX RANKS	15/7.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	17	=	4	+ 13.0 +
✓	Intimidate	CHA	15	=	4	+ 11.0 +
✓	Jump	STR	16	=	4	+ 12.0 +
✓	Ride	DEX	18	=	3	+ 15.0 +
✓	Swim	STR	14	=	4	+ 10.0 +
				=	+	+
✓ : can be used untrained. X : 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, Urgrosh (Dwarven), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Celestial, Common