

Chukri Male Human Ftr9

NAME	
Ftr9	72000
CLASS	EXPERIENCE
9	45000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +6	+ +4	+ +0	+ +2		
REFLEX (dexterity)	+5	= +3	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+4	= +3	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	
RANGED attack bonus	+11/+6	= +9/+4	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+12/+7	= +9/+4	+ +3	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d3+3	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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Dodge	See Text
Great Fortitude	See Text
Investigator	See Text
Mobility	See Text
Power Attack	See Text
Quick Draw	See Text
Spring Attack	See Text
Weapon Focus (Longsword)	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
97		
AC	armor class	SUBDUAL DAMAGE
12		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+2		= +2		+0
BASE ATTACK	bonus	+9/+4		

DEITY	
5'3"	145 lbs
HEIGHT	WEIGHT
EYES	HAIR

DAMAGE REDUCTION	SPEED
	Walk 30'

		FAILURE		PENALTY		
		SKILLS				12/6
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	MISC MODIFIER
					RANKS	
✓	Climb	STR	12	= 3	+ 9.0	+
	Disable Device	INT	4	= 1	+ 3.0	+
✓	Gather Information	CHA	7	= 4	+ 1.0	+ 2
✓	Jump	STR	15	= 3	+ 12.0	+
✓	Ride	DEX	12	= 2	+ 10.0	+
✓	Search	INT	8	= 1	+ 5.0	+ 2
				=	+	+

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, Halfling