

Goli Female Dwarf Ftr18

NAME

Ftr18

CLASS

18

TCL

306000

EXPERIENCE

171000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

4'0"

HEIGHT

130 lbs

WEIGHT

,

HAIR

EYES

Lawful Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	19	+4	19	+4
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	10	+0	10	+0

HP hit points	150	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
AC armor class	14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0	+	0	Walk 20'							
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+8	=	+4	+	+4	TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+18/+13/+8/+3										

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	21/10.5	
					RANKS	MISC MODIFIER	
✓	Handle Animal	CHA	16	=	0	+ 16.0 +	
✓	Jump	STR	24	=	4	+ 20.0 +	
✓	Ride	DEX	22	=	4	+ 16.0 + 2	
✓	Swim	STR	16	=	4	+ 12.0 +	
				=	+		
				✓ : can be used untrained. X : exclusive skills			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+14	=	+11	+	+3	+	+0	+	+0	+	
REFLEX (dexterity)	+10	=	+6	+	+4	+	+0	+	+0	+	
WILLPOWER (wisdom)	+7	=	+6	+	+1	+	+0	+	+0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER						
MELEE attack bonus	+22/+17/+12/+7	=	+18/+13/+8/+3	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+22/+17/+12/+7	=	+18/+13/+8/+3	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+22/+17/+12/+7	=	+18/+13/+8/+3	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	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
Dodge	See Text
Greater Weapon Focus (Hammer (Light))	See Text
Improved Critical (Hammer (Light))	See Text
Improved Initiative	See Text
Mobility	See Text
Mounted Combat	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Rapid Reload (Crossbow (Heavy))	See Text
Spring Attack	See Text
Toughness (1x)	See Text
Weapon Focus (Hammer (Light), Shortspear)	See Text

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

Stonecunning

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/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Goblin