

Gunnis Female Dwarf Ftr17

NAME

Ftr17 272000

CLASS EXPERIENCE

17 153000

TCL NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

Female

GENDER

DEITY

4'1"

HEIGHT

142 lbs

WEIGHT

,

HAIR

EYES

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	13	+1	13	+1
CON Constitution	21	+5	21	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	10	+0	10	+0

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
hit points	198							Walk 20'																			
AC	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0								
armor class	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL		ARMOR CHECK		SPELL RESISTANCE

INITIATIVE	+5	=	+1	+	+4
modifier	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK	+17/+12/+7/+2				
bonus					

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	20/10
✓	Climb	STR	20	=	5	+ 15.0 +
	Craft (Woodworking)	INT	4	=	1	+ 3.0 +
	Disable Device	INT	7	=	1	+ 6.0 +
	Handle Animal	CHA	17	=	0	+ 17.0 +
✓	Jump	STR	19	=	5	+ 14.0 +
	Perform (String Instruments)	CHA	2	=	0	+ 2.0 +
				=		+ +
✓ : can be used untrained. X : exclusive skills						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+17	= +10	+ +5	+ +0	+ +2		
REFLEX (dexterity)	+6	= +5	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+22/+17/+12/+7	= +17/+12/+7/+2	+ +5	+ +0	+ +0	
RANGED attack bonus	+18/+13/+8/+3	= +17/+12/+7/+2	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+22/+17/+12/+7	= +17/+12/+7/+2	+ +5	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d3+5	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

WEIGHT ALLOWANCE			
Light	133.0	Medium	266.0
Lift over head	400.0	Lift off ground	800.0
		Heavy	400.0
		Push / Drag	2000.0

FEATS	
Blind-Fight	See Text
Diligent	See Text
Endurance	See Text
Greater Weapon Focus (Longbow (Composite))	See Text
Great Fortitude	See Text
Improved Initiative	See Text
Leadership	See Text
Power Attack	See Text
Rapid Reload (Crossbow (Heavy), Crossbow (Light))	See Text
Toughness (1x)	See Text
Weapon Focus (Longbow (Composite), Club, Mace (Heavy))	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, Undercommon