

Silalia Female Half-Elf Ftr20

NAME

Ftr20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	21	+5	21	+5
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	17	+3	17	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+16

=

+12

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+6

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+9

=

+6

+

+1

+

+0

+

+2

+

TEMP MODIFIER

conditional modifiers

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+25/+20/+15/+10	=	+20/+15/+10/+5	+	+5	+	+0	+	+0	+	
RANGED attack bonus	+24/+19/+14/+9	=	+20/+15/+10/+5	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+25/+20/+15/+10	=	+20/+15/+10/+5	+	+5	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15/+10	1d3+5	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	153.0	Medium	306.0	Heavy	460.0
Lift over head	460.0	Lift off ground	920.0	Push / Drag	2300.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Combat Reflexes	See Text
Dodge	See Text
Exotic Weapon Proficiency	See Text
Improved Initiative	See Text
Iron Will	See Text
Mobility	See Text
Point Blank Shot	See Text
Power Attack	See Text
Quick Draw	See Text
Shot on the Run	See Text
Track	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'2"

HEIGHT

125 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

HP
hit points

192

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

INITIATIVE
modifier

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+20/+15/+10/+5

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS		MAX RANKS		23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	27	= 5	+ 22.0 +
✓ Jump	STR	19	= 5	+ 14.0 +
✓ Ride	DEX	17	= 4	+ 13.0 +
✓ Swim	STR	25	= 5	+ 20.0 +
			=	+ +
✓ : can be used untrained. ✕ : exclusive skills				

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical effects.

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, Ranscur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Siangham, 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, Elven, Infernal