

Arnfinn Male Half-orc Ftr10

NAME

Ftr10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

5'3"

HEIGHT

150 lbs

WEIGHT

0

MALE

GENDER

0

AGE

Neutral Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	10	+0	10	+0
WIS Wisdom	14	+2	14	+2
CHA Charisma	10	+0	10	+0

HP hit points	94	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED							
AC armor class	12	10	12	10	0	0	2	0	0	0	0	0	0	0	0
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	+2	=	+2	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		13/6.5
					RANKS		MISC MODIFIER
✓	Climb	STR	10	=	6	+	4.0 +
	Craft (Shipmaking)	INT	10	=	0	+	10.0 +
	Handle Animal	CHA	6	=	0	+	6.0 +
	Perform (Oratory)	CHA	3	=	0	+	3.5 +
				=		+	
✓ : can be used untrained. X : exclusive skills							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+11	=	+7	+	+4	+	+0	+	+0	+	
REFLEX (dexterity)	+5	=	+3	+	+2	+	+0	+	+0	+	
WILLPOWER (wisdom)	+5	=	+3	+	+2	+	+0	+	+0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+16/+11	=	+10/+5	+	+6	+	+0	+	+0	+	
RANGED attack bonus	+12/+7	=	+10/+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+16/+11	=	+10/+5	+	+6	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11	1d3+6	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	173.0	Medium	346.0	Heavy	520.0
Lift over head	520.0	Lift off ground	1040.0	Push / Drag	2600.0

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Mobility	See Text
Point Blank Shot	See Text
Power Attack	See Text
Track	See Text

SPECIAL ABILITIES

Orc Blood

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, Orc