

Quarion Male Elf Ftr17

NAME	
Ftr17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	14	+2	14	+2
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+14	= +10	+ +4	+ +0	+ +0		
REFLEX (dexterity)	+7	= +5	+ +2	+ +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	+19/+14/+9/+4	= +17/+12/+7/+2	+ +2	+ +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
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WEIGHT ALLOWANCE					
Light	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Blind-Fight	See Text
Cleave	See Text
Deflect Arrows	See Text
Dodge	See Text
Endurance	See Text
Greater Weapon Focus (Greatsword)	See Text
Improved Bull Rush	See Text
Improved Initiative	See Text
Improved Unarmed Strike	See Text
Mobility	See Text
Mounted Combat	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text
Weapon Focus (Greatsword)	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	164	WOUNDS/CURRENT HP
AC	armor class	12	: 10 : 12 : 10 = 0
TOTAL		FLAT	TOUCH

INITIATIVE	modifier	+6	=	+2	+	+4
		TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK	bonus	+17/+12/+7/+2				

DEITY	
5'0"	113 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	2	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		20/10
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	22	= 5	+ 17.0 +
✓ Intimidate	CHA	21	= 1	+ 20.0 +
✓ Ride	DEX	16	= 2	+ 14.0 +
Spellcraft	INT	8	= 1	+ 7.0 +
				= + +
✓ : can be used untrained. ✗ : exclusive skills				

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep 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, 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, Elven, Goblin