

Antiphia Female Elf Ftr10

NAME

Ftr10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +7	+ +3	+ +0	+ +0		
REFLEX (dexterity)	+5	= +3	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+7	= +3	+ +4	+ +0	+ +0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0
RANGED attack bonus	+12/+7	= +10/+5	+ +2	+ +0	+ +0
GRAPPLE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Stunning Fist

DC19

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	
Blind-Fight	See Text
Combat Reflexes	See Text
Greater Weapon Focus (Shortbow (Composite))	See Text
Improved Unarmed Strike	See Text
Power Attack	See Text
Run	See Text
Self Sufficient	See Text
Stunning Fist	See Text
Weapon Focus (Shortbow (Composite), Longsword)	See Text

NPC

PLAYERNAME

Elf

RACE

0

AGE

Medium

SIZE

Female

GENDER

HP hit points	108	WOUNDS/CURRENT HP		
AC armor class	12	TOTAL	FLAT	TOUCH

INITIATIVE modifier	+2	= +2	+ +0
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+10/+5		

DEITY

5'1"

HEIGHT

120 lbs

WEIGHT

EYES

HAIR

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

SKILLS		MAX RANKS		13/6.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Handle Animal	CHA	8	= 1	+ 7.0	+
Jump	STR	13	= 4	+ 9.0	+
Ride	DEX	17	= 2	+ 13.0	2
Sense Motive	WIS	6	= 4	+ 2.0	+
Spellcraft	INT	4	= 1	+ 3.5	+
✓ : can be used untrained. X : 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.

Stunning Fist attack 3/day (DC 19)

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, Draconic, Elven