

Thamiil Male Elf Ftr16

NAME	
Ftr16	240000
CLASS	EXPERIENCE
16	136000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	22	+6	22	+6
DEX Dexterity	14	+2	14	+2
CON Constitution	16	+3	16	+3
INT Intelligence	14	+2	14	+2
WIS Wisdom	15	+2	15	+2
CHA Charisma	16	+3	16	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+15	= +10	+ +3	+ +0	+ +2		
REFLEX (dexterity)	+7	= +5	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+7	= +5	+ +2	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+22/+17/+12/+7	= +16/+11/+6/+1	+ +6	+ +0	+ +0	
RANGED attack bonus	+18/+13/+8/+3	= +16/+11/+6/+1	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+22/+17/+12/+7	= +16/+11/+6/+1	+ +6	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	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	
Blind-Fight	See Text
Combat Expertise	See Text
Combat Reflexes	See Text
Dodge	See Text
Greater Weapon Focus (Sword (Short))	See Text
Great Fortitude	See Text
Improved Critical (Sword (Short))	See Text
Improved Initiative	See Text
Improved Sunder	See Text
Mobility	See Text
Power Attack	See Text
Track	See Text
Weapon Focus (Sword (Short))	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
137		
AC	armor class	
12		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+6		= +2	+ +4	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+16/+11/+6/+1		

DEITY	
4'7"	95 lbs
HEIGHT	WEIGHT
EYES	HAIR

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

SKILLS		MAX RANKS		19/9.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Decipher Script	INT	4	= 2	+ 2.5	+
✓ Disguise	CHA	6	= 3	+ 3.5	+
✓ Intimidate	CHA	21	= 3	+ 18.0	+
✓ Jump	STR	22	= 6	+ 16.0	+
Knowledge (Architecture and Engineering)	INT	4	= 2	+ 2.5	+
✓ Ride	DEX	20	= 2	+ 18.0	+
Spellcraft	INT	4	= 2	+ 2.0	+
✓ Survival	WIS	11	= 2	+ 9.0	+
			=	+	+
✓ : 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.

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, Sylvan