

NPC

Neutral Good

Darkvision (60'), Normal
VISION
0
POINTS

SKILL NAME		SKILLS					MAX RANKS	15/7.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Climb	STR	14	=	5	+	9.0	+
	Craft (Woodworking)	INT	9	=	1	+	8.0	+
	Handle Animal	CHA	10	=	1	+	9.0	+
✓	Intimidate	CHA	13	=	1	+	12.0	+
✓	Ride	DEX	12	=	2	+	8.0	2
				=		+		+

✓ : can be used untrained. X : exclusive skills

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER
MELEE attack bonus	+17/+12/+7	=	+12/+7/+2	+5	+0	+0	
RANGED attack bonus	+14/+9/+4	=	+12/+7/+2	+2	+0	+0	
GRAPPLE attack bonus	+17/+12/+7	=	+12/+7/+2	+5	+0	+0	

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

PROFICIENCIES

<p>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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer</p>
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LANGUAGES
Common, Dwarven, Gnome

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak & Dimrill.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.