

Anya Female Human
War4Nob12

NAME	
War4 Ari12	144000
CLASS	EXPERIENCE
16	136000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +8	+2	+0	+0		
REFLEX (dexterity)	+8	= +5	+1	+0	+2		
WILLPOWER (wisdom)	+10	= +9	+1	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	= +13/+8/+3	+4	+0	+0
RANGED attack bonus	+14/+9/+4	= +13/+8/+3	+1	+0	+0
GRAPPLE attack bonus	+17/+12/+7	= +13/+8/+3	+4	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+4	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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Armor Proficiency (Medium)	See Text
Combat Reflexes	See Text
Endurance	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Shield Proficiency	See Text
Shield Proficiency	See Text
Skill Focus (Ride, Knowledge (Nobility and Royalty))	See Text
Tower Shield Proficiency	See Text
Tower Shield Proficiency	See Text
Weapon Focus (Greatclub)	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP hit points	112	WOUNDS/CURRENT HP
AC armor class	11	FLAT : 10 : TOUCH : 11 = BASE : 10 + ARMOR BONUS : 0 + SHIELD BONUS : 0 + STAT MODIFIER : 1 + SIZE MODIFIER : 0 + NATURAL ARMOR : 0 + MISC MODIFIER : 0
INITIATIVE modifier	+5	TOTAL = DEX MODIFIER : +1 + MISC MODIFIER : +4
BASE ATTACK bonus	+13/+8/+3	

DEITY	
5'0"	113 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION

Chaotic Evil	ALIGNMENT
Normal	VISION
0	POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

		SKILLS			MAX RANKS	19/9.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Concentration	CON	7	= 2	+ 5.0	+
	Craft (Sculpting)	INT	5	= 1	+ 4.5	+
	Craft (Stonemasonry)	INT	5	= 1	+ 4.5	+
✓	Jump	STR	11	= 4	+ 7.0	+
	Knowledge (Local)	INT	14	= 1	+ 13.0	+
	Knowledge (Nobility and Royalty)	INT	13	= 1	+ 12.0	+
	Perform (Dance)	CHA	12	= 5	+ 7.0	+
	Profession (Miner)	WIS	7	= 1	+ 6.5	+
✓	Ride	DEX	16	= 1	+ 15.0	+
	Spellcraft	INT	7	= 1	+ 6.5	+
				=	+	+

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, Gnoll