

Bofloda Female Dwarf
War10Nob7

Table with 4 columns: Name, Class, Race, Size, Height, Weight, Alignment, Vision, Points. Rows include War10 Ari7, NPC details (Dwarf, Medium, 3'10", 112 lbs), and Lawful Good alignment.

Table with 4 columns: Ability Name, Ability Score, Ability Modifier, Temp Score, Temp Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table with 4 columns: Initiative, Base Attack, HP, AC. Rows include Initiative (+1), Base Attack (+15/+10/+5), HP (163), and AC (11).

Table with 4 columns: Saving Throws, Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, Temp Modifier. Rows include FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom).

Table with 4 columns: Melee, Ranged, Grapple, Total, Base Attack Bonus, Stat Modifier, Size Modifier, Misc Modifier, Temp Modifier. Rows include MELEE (attack bonus), RANGED (attack bonus), and GRAPPLE (attack bonus).

Table with 4 columns: Unarmed, Total Attack Bonus, Damage, Critical. Rows include UNARMED, Total Attack Bonus (+20/+15/+10), Damage (1d3+5), and Critical (20/x2).

Table with 4 columns: Armor, Type, AC, Max Dex, Check, Spell Failure. Rows include ARMOR, Type, AC, Max Dex, Check, and Spell Failure.

Table with 4 columns: Equipment, Item, Location, Qty, Wt, Cost. Rows include EQUIPMENT, Item, Location, Qty, Wt, Cost, and Outfit (Explorer's).

Table with 4 columns: Weight Allowance, Light, Medium, Heavy. Rows include WEIGHT ALLOWANCE, Light, Medium, Heavy.

Table with 4 columns: Feats, Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Blind-Fight, Combat Reflexes, Point Blank Shot, Shield Proficiency, Skill Focus (Handle Animal, Knowledge (Architecture and Engineering)), Tower Shield Proficiency.

Table with 4 columns: Wounds/Current HP, Subdual Damage, Damage Reduction, Speed. Rows include WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED (Walk 20').

Table with 4 columns: Skill Name, Key Ability, Skill Modifier, Ability Modifier, Max Ranks, 20/10. Rows include Handle Animal, Intimidate, Jump, Knowledge (Architecture and Engineering), Knowledge (Dungeoneering), Knowledge (History), and Ride.

SPECIAL ABILITIES

Table with 4 columns: +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +4 Dodge bonus to Armor Class against monsters of the giant type.

PROFICIENCIES

Table with 4 columns: 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.

LANGUAGES

Table with 4 columns: Common, Dwarven, Undercommon.