

Furden

NAME

Mon5

CLASS

5/7

Character Level/ECL

27999

EXPERIENCE

28000

NEXT LEVEL

NPC

PLAYERNAME

Furbolg

RACE

12

AGE

Large

SIZE

Male

GENDER

None

EYES

400 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60')

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

26

+8

26

+8

26

+8

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

18

+4

18

+4

18

+4

INT

Intelligence

11

+0

11

+0

11

+0

WIS

Wisdom

18

+4

18

+4

18

+4

CHA

Charisma

14

+2

14

+2

14

+2

VP

Vitality

52

AC

armor class

16

INITIATIVE

modifier

+3

BASE ATTACK

bonus

+5

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

13

12

10

0

0

3

-1

4

0

0

+0

0

Wound Points

18

DAMAGE REDUCTION

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

+5

+7

+8

+1

+4

+4

+4

+3

+4

+0

+0

+0

+0

+0

+0

+0

+0

+0

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

+12

+7

+17

+5

+5

+5

+8

+3

+8

-1

-1

+4

+0

+0

+0

+0

+0

+0

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+12

1d4+8

20/x2

\*Claws

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

PS

L

20/x2

TOTAL ATTACK BONUS

DAMAGE

+13/+13

1d8+8

Special Properties

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

8/4

MISC MODIFIER

Appraise

INT

0

=

0

+

+

Balance

DEX

3

=

3

+

+

Bluff

CHA

2

=

2

+

+

Climb

STR

8

=

8

+

+

Concentration

CON

4

=

4

+

+

Craft (Untrained)

INT

0

=

0

+

+

Diplomacy

CHA

2

=

2

+

+

Disguise

CHA

2

=

2

+

+

Escape Artist

DEX

3

=

3

+

+

Forgery

INT

0

=

0

+

+

Gather Information

CHA

2

=

2

+

+

Heal

WIS

4

=

4

+

+

Intimidate

CHA

2

=

2

+

+

Jump

STR

8

=

8

+

+

Knowledge (Nature)

INT

9

=

0

+

5.0

+

4

Listen

WIS

7

=

4

+

3.0

+

Ride

DEX

3

=

3

+

+

Search

INT

0

=

0

+

+

Sense Motive

WIS

4

=

4

+

+

Sneak

DEX

3

=

3

+

+

Sneak (Hide)

DEX

-1

=

3

+

+

-4

Spot

WIS

8

=

4

+

4.0

+

Survival

WIS

12

=

4

+

4.0

+

4

Survival (Natural environments)

WIS

14

=

4

+

4.0

+

6

Swim

STR

8

=

8

+

+

Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

Aug 19, 2006 11:06:38 AM

Created using PCGen 5.10.1

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

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Claws	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	613	Medium	1226	Heavy	1840
Lift over head	1840	Lift off ground	3680	Push / Drag	9200

SPECIAL ABILITIES	
Improved Grab	
Monstrous Humanoid Traits	
Monstrous Humanoids eat/sleep/breathe	

FEATS	
Fey Blooded	You may retain a number of levels of essence each night equal to your wisdom bonus without a save.
Improved Natural Attack (Claws)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Claws)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES
Claws, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common

TEMPLATES
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## Notes:

Character Sheet Notes: