

Regit Rahim Kham

NAME

Ani6 Ftr6

105000

CLASS

EXPERIENCE

12/15

120000

Character Level/ECL

NEXT LEVEL

PLAYERNAME

Calishite Human

Large

5' 11"

166 lbs.

DEITY

ALIGNMENT

Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

29

+9

29

+9

29

+9

DEX

Dexterity

18

+4

18

+4

18

+4

CON

Constitution

17

+3

21

+5

21

+5

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

8

-1

8

-1

8

-1

HP

hit points

112

AC

armor class

22

INITIATIVE

modifier

+8

BASE ATTACK

bonus

+10/+5

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

10/silver

SPEED

Walk 30 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

15/7.5

MISC MODIFIER

=

+

+

=

+

+

✓: can be used untrained. ✗: exclusive skills

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

+18

=

+10

+

+5

+

+3

+

+0

+

+0

+

+14

=

+7

+

+4

+

+3

+

+0

+

+0

+

+10

=

+4

+

+1

+

+3

+

+2

+

+0

+

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+18/+13

=

+10/+5

+

+9

+

-1

+

+0

+

+0

+

+13/+8

=

+10/+5

+

+4

+

-1

+

+0

+

+0

+

+23/+18

=

+10/+5

+

+9

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+18/+13

1d4+9

20/x2

5 ft.

*Halberd +2

HAND

TYPE

SIZE

CRITICAL

REACH

Both

PS

M

20/x3

5 ft.

To Hit

Dam

1H-P

1H-O

2H

2W-P-(OH)

2W-P-(OL)

2W-OH

+19/+14

1d10+13

+13/+8

1d10+13

+15/+10

1d10+13

+19/+14

1d10+17

+9

1d10+8

Special Properties

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+18/+18

1d6+9

Special Properties

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+13

1d8+4

Special Properties

*: weapon is equipped
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

*Ring of Protection +2

+2

+0

0

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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
Belt (CON +4)	Equipped	1	0.0	16000.0
Enhancement bonus to ability CON +4				
Boots of Speed	Equipped	1	1.0	12000.0
Carpet of Flying (5x5)	Carried	1	8.0	20000.0
Cloak of Resistance +3	Equipped	1	1.0	9000.0
Halberd +2	Equipped	1	12.0	8310.0
Necklace (AC Bonus (Luck) (+2))	Equipped	1	0.0	10000.0
Luck bonus to armor class of +2				
Outfit (Traveler's)	Equipped	1	5.0	0.0
Ring of Protection +2	Equipped	1	0.0	8000.0
Claw	Equipped	1	0.0	0.0
Bite	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			22 lbs. 83310.0	gp

WEIGHT ALLOWANCE					
Light	933	Medium	1866	Heavy	2800
Lift over head	2800	Lift off ground	5600	Push / Drag	14000

SPECIAL ABILITIES	
Alternate Form (Su)	
Curse of Lycanthropy (Su)	
Scent (Ex)	
Tiger Empathy (Ex)	

FEATS	
Dodge	During your action, you designate an opponent and receive a +% dodge bonus to Armor Class against attacks from that opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.
Quick Draw	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Spring Attack	When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Weapon Focus (Halberd)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Halberd)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Iron Will	You get a +2 bonus on all Will saving throws.

PROFICIENCIES
Axe (Throwing), Battleaxe, Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, 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, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

TEMPLATES
Lycanthrope
Weretiger
Lycanthrope (Hybrid Form)

Notes:

Character Sheet Notes: