

Regit Rahim Kham

NAME

Ani6 Ftr6

CLASS

12/15

Character Level/ECL

105000

EXPERIENCE

120000

NEXT LEVEL

PLAYERNAME

Calishite Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 11"

HEIGHT

166 lbs.

WEIGHT

EYES

HAIR

Lawful Good

ALIGNMENT

Low-light

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	13	+1	17	+3	17	+3
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

18

TOTAL

:

FLAT

:

TOUCH

:

BASE

:

ARMOR BONUS

:

SHIELD BONUS

:

STAT

:

SIZE

:

NATURAL

:

MISC

:

MISS CHANCE

:

ARCANE SPELL FAILURE

:

ARMOR CHECK PENALTY

:

SPELL RESIST

INITIATIVE

modifier

+6

:

TOTAL

:

DEX MODIFIER

:

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

15/7.5

MISC MODIFIER

SKILL NAME

=

+

+

=

+

+

✓: can be used untrained. ✗: exclusive skills

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+16

=

+10

+

+3

+

+3

+

+0

+

+0

+

REFLEX
(dexterity)

+12

=

+7

+

+2

+

+3

+

+0

+

+0

+

WILL
(wisdom)

+10

=

+4

+

+1

+

+3

+

+2

+

+0

+

MELEE
attack bonus

TOTAL

+13/+8

=

BASE ATTACK BONUS

+10/+5

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED
attack bonus

+12/+7

=

+10/+5

+

+2

+

+0

+

+0

+

GRAPPLE
attack bonus

+13/+8

=

+10/+5

+

+3

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+13/+8

DAMAGE

1d3+3

CRITICAL

20/x2

REACH

5 ft.

*Halberd +2

HAND

Both

TYPE

PS

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

To Hit

Dam

2H

+16/+11

1d10+8

2W-OH

N/A

N/A

Special Properties

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
TOTAL WEIGHT CARRIED/VALUE			22 lbs.	83310.0 gp

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

SPECIAL ABILITIES	
Alternate Form (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, Blowgun, 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

Notes:

Character Sheet Notes: