

Pogar the Riathenor

Manuel

NAME	PLAYERNAME	DEITY	ALIGNMENT
Out15	Riathenor (Hunting)	0' 0"	Blindsight (60'), Darkvision (60'), Normal
CLASS	Medium	0 lbs.	VISION
EXPERIENCE	SIZE	WEIGHT	0
15	Male		POINTS
Character Level	AGE	EYES	HAIR
NEXT LEVEL	0		

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	10	+0	10	+0	10	+0
CON Constitution	19	+4	19	+4	19	+4
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	11	+0	11	+0	11	+0

HP hit points	145	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED			
AC armor class	43	43	10	10	27	0	0	0	6	0	0	-3	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY

INITIATIVE modifier	+4	+0	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
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BASE ATTACK bonus	+15/+10/+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+9	+4	+0	+0	+0		
REFLEX (dexterity)	+9	+9	+0	+0	+0	+0		
WILLPOWER (wisdom)	+11	+9	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+20/+15/+10	+15/+10/+5	+5	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	+15/+10/+5	+0	+0	+0	+0	
GRAPPLE attack bonus	+15/+10/+5	+15/+10/+5	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+5	20/x2

*Claw	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+20/+20		3d6+5		
Special Properties				

*PGMP-14 (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3))	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary		L	18-20/x2
To Hit		DAMAGE		
24'		30'		
30'		48'		
48'		72'		
72'		96'		
+16/+11/+6		+14/+9/+4		
+14/+9/+4		+12/+7/+2		
+12/+7/+2		+10/+5/+0		
Dam		DAMAGE		
8d12		8d12		
8d12		8d12		
Special Properties				
Mastercraft (+1)				

*: 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
*Battle Dress (TL13/Masterwork/+3 (Enhancement to Armor) (+3))		+27	+0	-3	0
Mastercraft (+1)					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+	
✓ Balance	DEX	-1	= 0	+	+	-1
✓ Bluff	CHA	0	= 0	+	+	
✓ Bribery	CHA	0	= 0	+	+	
✓ Broker	INT	3	= 3	+	+	
✓ Climb	STR	2	= 5	+	+	-3
✓ Computer Use	INT	3	= 3	+	+	
✓ Concentration	CON	4	= 4	+	+	
✓ Craft (Structural)	INT	3	= 3	+	+	
✓ Craft (Untrained)	INT/DE	0	= 0	+	+	
✓ Craft (Visual Art)	INT	3	= 3	+	+	
✓ Craft (Writing)	INT	3	= 3	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Drive	DEX	0	= 0	+	+	
✓ Driving	DEX	0	= 0	+	+	
✓ Entertain (Untrained)	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	-3	= 0	+	+	-3
✓ Forgery	INT	3	= 3	+	+	
✓ Gamble	WIS	2	= 2	+	+	
✓ Gambling	INT	3	= 3	+	+	
✓ Gather Information	CHA	1	= 0	+	+	1.0
✓ Hide	DEX	2	= 0	+	+	2
✓ Intimidate	CHA	0	= 0	+	+	
✓ Jump	STR	10	= 5	+	+	5
✓ Leader	CHA/IN	3	= 0	+	+	3
✓ Liaison	CHA	0	= 0	+	+	
✓ Listen	WIS	2	= 2	+	+	
✓ Move Silently	DEX	-2	= 0	+	+	-2
✓ Navigate	INT	3	= 3	+	+	
✓ Paradox	DEX	-3	= 0	+	+	-3
✓ Perform (Act)	CHA	0	= 0	+	+	
✓ Perform (Dance)	CHA	0	= 0	+	+	
✓ Perform (Keyboards)	CHA	0	= 0	+	+	
✓ Perform (Percussion Instruments)	CHA	0	= 0	+	+	
✓ Perform (Sing)	CHA	0	= 0	+	+	
✓ Perform (Stand-Up)	CHA	0	= 0	+	+	
✓ Perform (Stringed Instruments)	CHA	0	= 0	+	+	
✓ Perform (Wind Instruments)	CHA	0	= 0	+	+	
✓ Profession	WIS	2	= 2	+	+	
✓ Recruiting	EDU	0	= 0	+	+	
✓ Research	INT	3	= 3	+	+	
✓ Ride	DEX	0	= 0	+	+	
✓ Search	INT	3	= 3	+	+	
✓ Sense Motive	WIS	2	= 2	+	+	
✓ Spot	WIS	10	= 2	+	+	8
✓ Survival	WIS	2	= 2	+	+	
✓ Swim	STR	2	= 5	+	+	-3
✓ Trader	WIS	2	= 2	+	+	
✓ Treat Injury	WIS	2	= 2	+	+	
✓ Use Rope	DEX	0	= 0	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. ✗ : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Battle Dress (TL13/Masterwork/+3 (Enhancement to Armor) (+3))	Equipped	1	0.0	95156.0
<small>Mastercraft (+1)</small>				
Claw	Equipped	1	0.0	0.0
PGMP-14 (Masterwork/+3 (Enhancement to Weapon or Ammunition) (+3))	Equipped	1	0.05	300026.0
<small>0 lbs. Mastercraft (+1)</small>				
TOTAL WEIGHT CARRIED/VALUE			0.05 lbs.	395182.0 gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

SPECIAL ABILITIES
Blind-Fight(Ex)
Blindsight (Ex)
Fast Healing 5 (Ex)
Fast Healing(Ex)
Fire Immunity (Ex)
Immune disease, poison, drugs, gases, toxins(Ex)
Immune fire, heat(Ex)
Poison Immunity (Ex)
Symbiotic Organism(Ex)

FEATS	
Vessel-Grav (Grav Vehicles)	Uses Pilot for more info see text
Acrobatics	See Text
Advanced Firearms Proficiency	The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an auto-fire setting)
Alien Weapons Proficiency	You are proficient with alien weapons
Ambidexterity	See Text
Armor Proficiency (Battle Dress)	See Text
Armor Proficiency (Heavy)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
Armor Proficiency (Powered)	You are proficient with powered armor
Blind-Fight	In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits. The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half
Combat Reflexes	The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent. With this feat, the character may also make attacks of opportunity when flat-footed
External Weapon Mount (Ranged) (17x)	
Improved Initiative	See text
Two-Weapon Fighting	See text
Vessel-Grav (Grav Vehicles)	Uses Pilot for more info see text
Weapon Proficiency (High Energy Weapons) (1x)	See Text

PROFICIENCIES
Armlade, Claw, FGMP-14, FGMP-15, PGMP-12, PGMP-13, PGMP-14

LANGUAGES

TEMPLATES
15/+1
Extraterrestrial Blindsight
Extraterrestrial Damage Reduction
Extraterrestrial Fast Healing
Extraterrestrial Improved Natural Armor
Fire Immunity
Mutation (Drawback (Blood Hunger))
Mutation (Drawback (Neutrad Dependency))
Mutation (Major (Exoskeleton))
Mutation (Major (Skeletal Reinforcement))
Mutation (Minor (Claws))
Mutation (Minor (Darkvision))
Mutation (Minor (Force Barrier))
Mutation (Minor (Scaly Armor))
Mutation (Minor (Ultra Immune System))
Poison Immunity
Very High Tech(13-15)
WTL_Very_High_WTC_Roll_of_12

Notes:

Character Sheet Notes: