

Tatyana Female Human Ftr8

NAME

Ftr8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +6	+ +4	+ +0	+ +2		
REFLEX (dexterity)	+4	= +2	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+3	= +2	+ +1	+ +0	+ +0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+11/+6	= +8/+3	+ +3	+ +0	+ +0
RANGED attack bonus	+10/+5	= +8/+3	+ +2	+ +0	+ +0
GRAPPLE attack bonus	+11/+6	= +8/+3	+ +3	+ +0	+ +0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
-------	------	----	--------	-------	---------------

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Dodge	See Text
Great Fortitude	See Text
Improved Initiative	See Text
Power Attack	See Text
Quick Draw	See Text
Track	See Text
Weapon Focus (Scythe)	See Text

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Female

GENDER

HP hit points	77	WOUNDS/CURRENT HP		
AC armor class	12	10	12	10
TOTAL	FLAT	TOUCH	BASE	

INITIATIVE modifier	+6	= +2	+ +4
TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+8/+3		

DEITY

5'8"

HEIGHT

175 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE				DAMAGE REDUCTION			
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	

SKILLS		MAX RANKS		11/5.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	14	= 3	+ 11.0 +
Handle Animal	CHA	6	= 4	+ 2.0 +
✓ Hide	DEX	6	= 2	+ 4.0 +
✓ Intimidate	CHA	13	= 4	+ 9.0 +
✓ Jump	STR	12	= 3	+ 9.0 +
✓ Ride	DEX	4	= 2	+ 2.0 +
✓ Sense Motive	WIS	4	= 1	+ 3.5 +
✓ Tumble	DEX	7	= 2	+ 3.0 + 2
✓ Use Rope	DEX	7	= 2	+ 5.0 +

✓ : can be used untrained. ✗ : exclusive skills

PROFICIENCIES
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, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Common, Draconic, Ignan