

Tabitha Female Half-Elf Ftr6

NAME

Ftr6

CLASS

30000

EXPERIENCE

6

TCL

21000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'7"

HEIGHT

150 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	18	+4	18	+4
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	14	+2	14	+2

HP

hit points

52

WOUNDS/CURRENT HP

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

SUBDUAL DAMAGE

DAMAGE REDUCTION

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

+9

TOTAL

+5

BASE SAVE

+2

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC MODIFIER

+2

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+10/+5

TOTAL

+6/+1

BASE ATTACK BONUS

+4

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

RANGED

attack bonus

+10/+5

TOTAL

+6/+1

BASE ATTACK BONUS

+4

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

GRAPPLE

attack bonus

+10/+5

TOTAL

+6/+1

BASE ATTACK BONUS

+4

STAT MODIFIER

+0

SIZE MODIFIER

+0

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d3+4

CRITICAL

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

116.0

Medium

233.0

Heavy

350.0

Lift over head

350.0

Lift off ground

700.0

Push / Drag

1750.0

FEATS

Combat Reflexes

See Text

Dodge

See Text

Far Shot

See Text

Great Fortitude

See Text

Point Blank Shot

See Text

Power Attack

See Text

Self Sufficient

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

9/4.5

Climb

STR

9

=

4

+

5.0

+

Craft (Blacksmithing)

INT

6

=

1

+

5.0

+

Handle Animal

CHA

9

=

2

+

7.0

+

Jump

STR

6

=

4

+

2.0

+

Ride

DEX

13

=

4

+

7.0

+

2

Sleight of Hand

DEX

5

=

4

+

1.0

+

=

+

+

: can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical effects.

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, Ransneur, 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, Elven, Goblin