

Halldis Female Human Ftr7

NAME

Ftr7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

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

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

conditional modifiers

TOTAL

+4

=

+2

+

+2

+

+0

+

+0

+

conditional modifiers

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

TOTAL

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

RANGED
attack bonus

TOTAL

+9/+4

=

+7/+2

+

+2

+

+0

+

+0

+

GRAPPLE
attack bonus

TOTAL

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+11/+6

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

Alertness

See Text

Blind-Fight

See Text

Combat Reflexes

See Text

Dodge

See Text

Mobility

See Text

Persuasive

See Text

Power Attack

See Text

Weapon Focus (Shortspear)

See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'2"

HEIGHT

103 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

HP
hit points

83

WOUNDS/CURRENT HP

AC
armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

DEITY

5'2"

HEIGHT

103 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30'

SKILLS

MAX RANKS

10/5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Bluff

CHA

5

=

1

+

2.5

+

2

Climb

STR

14

=

4

+

10.0

+

Craft (Sculpting)

INT

10

=

1

+

9.0

+

Craft (Trapmaking)

INT

3

=

1

+

2.0

+

Handle Animal

CHA

8

=

1

+

7.0

+

Intimidate

CHA

10

=

1

+

7.0

+

2

✓ : 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

Aquan, Common