

Killalasial Female Elf Ftr6

NAME	
Ftr6	30000
CLASS	EXPERIENCE
6	21000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	16	+3	16	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +5	+ +3	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +2	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+4	= +2	+ +2	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	+
RANGED attack bonus	+11/+6	= +6/+1	+ +5	+ +0	+ +0	+
GRAPPLE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
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WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Dodge	See Text
Improved Unarmed Strike	See Text
Persuasive	See Text
Point Blank Shot	See Text
Power Attack	See Text
Quick Draw	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	47	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION		
AC armor class	15	:	10	:	15	:	10	=	0	:
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	

INITIATIVE modifier	<div>+5</div>	=	<div>+5</div>	+	<div>+0</div>	
	TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	<div>+6/+1</div>					✓

DEITY	
4'9"	88 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE					DAMAGE REDUCTION	
	+ 0	+ 5	+ 0	+ 0	+ 0	
OR S	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

SKILLS		MAX RANKS 9/4.5				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Climb	STR	13	= 4	+ 9.0	+	
Handle Animal	CHA	10	= 1	+ 9.0	+	
Profession (Hunter)	WIS	5	= 2	+ 3.0	+	
✓ Ride	DEX	12	= 5	+ 5.0	+ 2	
= + +						
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Immunity to magic sleep 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, 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, Elven