

Farah Female Human Ftr7

NAME

Ftr7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	17	+3	17	+3
CON Constitution	17	+3	17	+3
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	15	+2	15	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+5

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+5

=

+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+10/+5

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+3

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Blind-Fight	See Text
Combat Expertise	See Text
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Point Blank Shot	See Text
Power Attack	See Text
Weapon Focus (Greatsword)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'1"

HEIGHT

165 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

HP
hit points

66

WOUNDS/CURRENT HP

AC
armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

DEITY

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED	
										Walk 30'	
+	0	+	0	+	3	+	0	+	0	+	0
ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC DAMAGE	

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, Goblin	