

Heor Male Elf Ftr8

NAME

Ftr8

56000

CLASS

8

36000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	17	+3	17	+3
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+6

+

+1

+

+0

+

+2

+

conditional modifiers

TOTAL

+5

=

+2

+

+3

+

+0

+

TOTAL

+6

=

+2

+

+4

+

+0

+

MELEE
attack bonus

TOTAL

+13/+8

=

+8/+3

+

+5

+

+0

+

+0

+

RANGED
attack bonus

TOTAL

+11/+6

=

+8/+3

+

+3

+

+0

+

+0

+

GRAPPLE
attack bonus

TOTAL

+13/+8

=

+8/+3

+

+5

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+5	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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS

Alertness	See Text
Blind-Fight	See Text
Cleave	See Text
Great Fortitude	See Text
Improved Sunder	See Text
Power Attack	See Text
Weapon Focus (Warhammer)	See Text

NPC

PLAYERNAME

Elf

Medium

5'0"

127 lbs

RACE

SIZE

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP
hit points

54

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+8/+3

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS

MAX RANKS 11/5.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Handle Animal	CHA	5	=	1	+ 4.0 +
Intimidate	CHA	12	=	1	+ 11.0 +
Jump	STR	14	=	5	+ 9.0 +
Ride	DEX	12	=	3	+ 9.0 +

✓ : 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, Elven, Orc