

Porthos

NAME

Ftr3

CLASS

3

Character Level

NEXT LEVEL

3000

EXPERIENCE

6000

PLAYERNAME

Human

RACE

Medium

AGE

17

GENDER

Male

DEITY

6' 1"

HEIGHT

180 lbs.

WEIGHT

None

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

12

+1

12

+1

12

+1

HP

hit points

27

AC

armor class

17

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+7

TOTAL

DEX MODIFIER

+3

MISC MODIFIER

+4

BASE ATTACK

bonus

+3

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

10

ARMOR CHECK PENALTY

-2

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+6

RANGED

attack bonus

+6

GRAPPLE

attack bonus

+6

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+3

+3

+0

+0

+0

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+6

1d3+3

20/x2

5 ft.

\*Masterwork Rapier

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

18-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+8

1d6+3

2W-P-(OH)

+4

1d6+3

1H-O

+8

1d6+3

2W-P-(OL)

+6

1d6+3

2H

+8

1d6+4

2W-OH

+4

1d6+3

Special Properties

\*Rapier

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

P

M

18-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+7

1d6+3

2W-P-(OH)

+3

1d6+3

1H-O

+7

1d6+3

2W-P-(OL)

+5

1d6+3

2H

+7

1d6+4

2W-OH

+3

1d6+3

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Leather Coat

Light

+4

+6

-2

10

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	3	+ 3.0 + -2
✓	Appraise	INT	2	=	2	+ +
✓	Athletics	STR	4	=	3	+ 3.0 + -2
✓	Craft (Untrained)	INT	2	=	2	+ +
✓	Deception	CHA	3	=	1	+ 2.0 +
✓	Endurance	CON	2	=	2	+ 2.0 + -2
✓	Gather Information	CHA	3	=	1	+ 2.0 +
✓	Heal	WIS	3	=	1	+ 2.0 +
✓	Perception	WIS	4	=	1	+ 3.0 +
✓	Persuasion	CHA	4	=	1	+ 3.0 +
✓	Ride	DEX	5	=	3	+ 2.0 +
✓	Sense Motive	WIS	4	=	1	+ 3.0 +
✓	Stealth	DEX	3	=	3	+ 2.0 + -2
✓	Survival	WIS	3	=	1	+ 2.0 +
✓	Thievery	DEX	4	=	3	+ 1.0 +
✓	Use Rope	DEX	3	=	3	+ +
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather Coat	Equipped	1	20.0	200.0	
Masterwork Rapier	Equipped	1	2.0	320.0	
Rapier	Equipped	1	2.0	20.0	
TOTAL WEIGHT CARRIED/VALUE			24 lbs.540.0 gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

FEATS	
<b>Ambidexterity</b>	Ignore off-hand penalties
<b>Improved Initiative</b>	You get a +4 bonus on initiative checks.
<b>Power Attack</b>	On your action, before making attack rolls for a round, you may choose to subtract up to 3 from all melee attack rolls and add the same number to all melee damage rolls.
<b>Powerful Two-Weapon Fighting</b>	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.
<b>Two-Weapon Fighting</b>	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
<b>Weapon Focus (Rapier)</b>	You gain a +1 bonus on all attack rolls you make using the selected weapon.
<b>Armor Proficiency (Heavy)</b>	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
<b>Armor Proficiency (Light)</b>	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
<b>Armor Proficiency (Medium)</b>	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
<b>Martial Weapon Proficiency</b>	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
<b>Shield Proficiency</b>	You can use a shield and take only the standard penalties.
<b>Simple Weapon Proficiency</b>	You make attack rolls with simple weapons normally.
<b>Tower Shield Proficiency</b>	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Low Common, Undercommon

TEMPLATES
111 WW Test

## Notes:

Character Sheet Notes: