

D'Artanyan

NAME

Ftr2 Rog1

CLASS

3000

EXPERIENCE

PLAYERNAME

Human

RACE

Medium

SIZE

DEITY

5' 6"

HEIGHT

160 lbs.

WEIGHT

ALIGNMENT

None

VISION

3

6000

18

Male

Blue

Brown, Flowing locks

-1

Character Level

NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

25

WOUNDS/CURRENT HP

AC

armor class

18

TOTAL

15

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

1

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

15

ARCANE SPELL FAILURE

-3

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+2

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+2

20/x2

5 ft.

*Masterwork Rapier

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

18-20/x2

5 ft.

To Hit

Dam

1H-P

1H-O

2H

+6

1d6+2

2W-P-(OH)

2W-P-(OL)

2W-OH

+0

+2

-4

1d6+2

1d6+1

1d6+3

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Leather Coat

Light

+4

+6

-2

10

*Buckler

Shield

+1

-1

5

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	+ 3.0	-3
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	2	=	2	+ 3.0	-3
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	5	=	3	+ 2.0	+
✓ Endurance	CON	2	=	2	+ 3.0	-3
✓ Gather Information	CHA	5	=	3	+ 2.0	+
✓ Heal	WIS	3	=	1	+ 2.0	+
✓ Perception	WIS	4	=	1	+ 3.0	+
✓ Persuasion	CHA	6	=	3	+ 3.0	+
✓ Ride	DEX	6	=	3	+ 3.0	+
✓ Sense Motive	WIS	5	=	1	+ 4.0	+
✓ Stealth	DEX	2	=	3	+ 2.0	-3
✓ Survival	WIS	1	=	1	+	+
✓ Thievery	DEX	3	=	3	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	
			=	+	+	

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

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather Coat	Light	+4	+6	-2	10
*Buckler	Shield	+1		-1	5

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Buckler	Equipped	1	5.0	15.0	
Leather Coat	Equipped	1	20.0	200.0	
Masterwork Rapier	Equipped	1	2.0	320.0	
TOTAL WEIGHT CARRIED/VALUE			27 lbs.535.0 gp		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Sneak Attack	+1d6

SPECIAL QUALITIES	
Trapfinding	Can locate traps with any DC

FEATS	
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Defensive Stance	+1 dodge bonus to AC against all melee attacks
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 2 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Weapon Focus (Rapier)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	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.
Armor Proficiency (Light)	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.
Armor Proficiency (Medium)	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.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Hand), 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	

TEMPLATES	
111 WW Test	

Notes:

Character Sheet Notes: