

Fred the Fighter

NAME

Ftr4

6000

CLASS

4

Character Level

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Half-Elf

Medium

30

AGE

Male

GENDER

DEITY

4' 10"

109 lbs.

30

EYES

HAIR

ALIGNMENT

Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

16

+3

16

+3

16

+3

DEX

13

+1

13

+1

13

+1

CON

14

+2

14

+2

14

+2

INT

10

+0

10

+0

10

+0

WIS

12

+1

12

+1

12

+1

CHA

8

-1

8

-1

8

-1

VP

46

WOUNDS/CURRENT HP

WP

14

DAMAGE REDUCTION

AC

23

TOTAL

22

FLAT

11

TOUCH

10

BASE

12

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

MISS CHANCE

25

ARCANE SPELL FAILURE

-4

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+4

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

REFLEX

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

WILL

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

RANGED

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7

1d3+3

20/x2

*Greataxe (Masterwork)

CURRENT HAND

TYPE

SIZE

CRITICAL

Both

S

M

20/x3

To Hit

Dam

To Hit

Dam

1H-P

N/A

N/A

2W-P-(OH)

N/A

N/A

1H-O

N/A

N/A

2W-P-(OL)

N/A

N/A

2H

+9

1d12+6

2W-OH

N/A

N/A

Special Properties

*: 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

The Definitive Harness

Heavy

+12

+3

-4

25

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
					RANKS	MISC MODIFIER
✓	Appraise	INT	0	=	0	+
✓	Balance	DEX	-3	=	1	+
✓	Bluff	CHA	-1	=	-1	+
✓	Climb	STR	3	=	3	+
✓	Concentration	CON	2	=	2	+
✓	Craft (Untrained)	INT	0	=	0	+
✓	Diplomacy	CHA	1	=	-1	+
✓	Disguise	CHA	-1	=	-1	+
✓	Escape Artist	DEX	-3	=	1	+
✓	Forgery	INT	0	=	0	+
✓	Gather Information	CHA	1	=	-1	+
✓	Handle Animal	CHA	2	=	-1	+
✓	Heal	WIS	1	=	1	+
✓	Intimidate	CHA	-1	=	-1	+
✓	Jump	STR	-7	=	3	+
✓	Listen	WIS	2	=	1	+
✓	Ride	DEX	6	=	1	+
✓	Search	INT	1	=	0	+
✓	Sense Motive	WIS	1	=	1	+
✓	Sneak	DEX	1	=	1	+
✓	Sneak (Hide)	DEX	-3	=	1	+
✓	Spot	WIS	2	=	1	+
✓	Survival	WIS	1	=	1	+
✓	Swim	STR	-3	=	3	+
✓	Use Rope	DEX	1	=	1	+
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
The Definitive Harness*	Equipped	1	50.0	10000.0
Greataxe (Masterwork)	Equipped	1	12.0	320.0
TOTAL WEIGHT CARRIED/VALUE			62 lbs.	10320.0 gp

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

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Immunity to sleep spells and similar magical effects.	

FEATS	
Armor Proficiency, Exotic	No armor check penalty on attack rolls
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Improved Toughness	Gain hp equal to your current HD
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage 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, 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, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

Notes:

Character Sheet Notes: