

New3

NAME

Ftr3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

28

AGE

Maschio

GENDER

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Low-light

VISION

87

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

HP
hit points

27

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

:

13

:

13

:

10

:

3

:

0

:

3

:

0

:

0

:

0

:

0

:

0

:

0

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 6 m

MISS CHANCE

15

ARCANE SPELL FAILURE

-3

ARMOR CHECK PENALTY

0

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+1

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+3

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+3

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+3

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

+3

DAMAGE

1d3

CRITICAL

20/x2

REACH

1,5 m

*Longbow

HAND

Both

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

1,5 m

TH

9 m

+9

30 m

+8

60 m

+6

90 m

+4

120 m

+2

Dam

1d8+1

1d8

1d8

1d8

1d8

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

*Studded Leather

Light

+3

+5

-1

15

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

6/3

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

1

=

4

+

+ -3

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

-3

=

0

+

+ -3

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

2

=

2

+

+

✓ Diplomacy

CHA

2

=

0

+

+ 2

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

1

=

4

+

+ -3

✓ Forgery

INT

2

=

2

+

+

✓ Gather Information

CHA

2

=

0

+

+ 2

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

1

=

4

+

+ -3

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

-9

=

0

+

+ -9

✓ Listen

WIS

1

=

0

+

+ 1

✓ Move Silently

DEX

1

=

4

+

+ -3

✓ Ride

DEX

4

=

4

+

+

✓ Search

INT

3

=

2

+

+ 1

✓ Sense Motive

WIS

0

=

0

+

+

✓ Spot

WIS

1

=

0

+

+ 1

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

-6

=

0

+

+ -6

✓ Use Rope

DEX

4

=

4

+

+

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50)	Quiver	2	NaN	2.5 (5.0)	
(NaN)					
Backpack	Equipped	1	1.0	2.0	
Longbow	Equipped	1	NaN	75.0	
Quiver	Equipped	1	NaN	0.1	
Studded Leather	Equipped	1	10.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			20,25	107.1	gp
			kg		

WEIGHT ALLOWANCE					
Light	16,5	Medium	33	Heavy	50
Lift over head	50	Lift off ground	100	Push / Drag	250

Special Qualities	
Immunity to magic sleep effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial saving throw bonus against enchantment spells or effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Elven Blood	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Feats	
Point Blank Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.</p>	
Precise Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.</p>	
Rapid Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.</p>	
Weapon Focus (Longbow)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You gain a +1 bonus on all attack rolls you make using the selected weapon.</p>	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>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.</p>	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>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.</p>	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>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.</p>	
Martial Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.</p>	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You can use a shield and take only the standard penalties.</p>	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You make attack rolls with simple weapons normally.</p>	
Tower Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
<p>You can use a tower shield and suffer only the standard penalties.</p>	

PROFICIENCIES
<p>Aboleth Bite, Axe (Throwing), Battleaxe, Battlepick (Gnome), Blowgun, Bow (Double/Elven), Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Fullblade, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Giant Rock, Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Halfspear (Salamander), Hammer (Light), Handaxe, Javelin, Kukri, Lance, Lancet (Gehennan), Longaxe, Longbow, Longspear, Longstaff, Longsword, Mace (Heavy), Mace (Light), Maul, Morningstar, Muspelrule, Pick (Dire), Pick (Heavy), Pick (Light), Pincerstaff, Quarterstaff, Ranseur, Rapier, Rapier (Quickblade), Ripper, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shortspear (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Spiked Armor, Stabaxe, Straightblade, Sword (Bastard), Sword (Cutlass), Sword (Katana), Sword (Saber), Sword (Short), Sword (Short/Broadblade), Sword (Wakizashi), Sword of Graceful Strike, Tail Club, Trident, Turcheon, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace</p>

LANGUAGES
Common, Elven