

New3

NAME

Ftr3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

DEITY

ALIGNMENT

Low-light

VISION

78

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

HP
hit points

24

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

INITIATIVE

modifier

+3

=

+3

DEX MODIFIER

+

+0

MISC MODIFIER

BASE ATTACK

bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 9 m

MISS CHANCE

ARCANE SPELL FAILURE

15

ARMOR CHECK PENALTY

-1

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+3

+1

+0

+0

+0

+

REFLEX

(dexterity)

+4

=

+1

+3

+0

+0

+0

+

WILL

(wisdom)

+1

=

+1

+0

+0

+0

+0

+

MELEE

attack bonus

+4

=

+3

+1

+0

+0

+0

+

RANGED

attack bonus

+6

=

+3

+3

+0

+0

+0

+

GRAPPLE

attack bonus

+4

=

+3

+1

+0

+0

+0

+

UNARMED

TOTAL ATTACK BONUS

+4

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

1,5 m

*Longbow

HAND

Both

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

1,5 m

TH

9 m

+8

30 m

+7

60 m

+5

90 m

+3

120 m

+1

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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

6/3

MISC MODIFIER

✓ Appraise

INT

0

=

0

+

+

✓ Balance

DEX

2

=

3

+

+ -1

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

0

=

1

+

+ -1

✓ Concentration

CON

1

=

1

+

+

Craft (Bowmaking)

INT

1

=

0

+

1.0 +

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Diplomacy

CHA

2

=

0

+

+ 2

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

2

=

3

+

+ -1

✓ Forgery

INT

0

=

0

+

+

✓ Gather Information

CHA

2

=

0

+

+ 2

Handle Animal

CHA

3

=

0

+

+ 3.0 +

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

2

=

3

+

+ -1

✓ Intimidate

CHA

3

=

0

+

+ 3.0 +

✓ Jump

STR

3

=

1

+

+ 3.0 + -1

✓ Listen

WIS

1

=

0

+

+ 1

✓ Move Silently

DEX

2

=

3

+

+ -1

✓ Ride

DEX

5

=

3

+

+ 2.0 +

✓ Search

INT

1

=

0

+

+ 1

✓ Sense Motive

WIS

0

=

0

+

+

✓ Spot

WIS

1

=

0

+

+ 1

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

-1

=

1

+

+ -2

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

+

=

+

+

+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Arrows (50)	Quiver	2	NaN (NaN)	2.5 (5.0)
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
Backpack	Equipped	1	1.0	2.0
0 kg				
Longbow	Equipped	1	NaN	75.0
0 kg				
Traveler's Outfit	Equipped	1	NaN	0.0
Quiver	Equipped	1	NaN	0.1
7,5 kg, 2 Arrows (50)				
Studded Leather	Equipped	1	10.0	25.0
TOTAL WEIGHT CARRIED/VALUE			20,25	107.1 gp
			kg	

WEIGHT ALLOWANCE					
Light	21,5	Medium	43	Heavy	65
Lift over head	65	Lift off ground	130	Push / Drag	325

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]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Rapid Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	
Weapon Focus (Longbow)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
Tower Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a tower shield and suffer only the standard penalties.	

PROFICIENCIES
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), Sickie, Sickie (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

LANGUAGES
Common, Elven