

Cade Male Halfling Ftr9

NAME

Ftr9

CLASS

72000

EXPERIENCE

9

NEXT LEVEL

45000

TCL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

0

AGE

Male

GENDER

DEITY

2'10"

HEIGHT

32 lbs

WEIGHT

EYES

HAIR

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP
hit points

56

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

16

TOTAL

11

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+9

TOTAL

+5

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

BASE SAVE

+6

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+1

TEMP MODIFIER

conditional modifiers

+11

+3

+5

+0

+3

+5

+3

+1

+0

+1

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+14/+9

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+4

SIZE MODIFIER

+1

MISC MODIFIER

+0

TEMP MODIFIER

+15/+10

+9/+4

+5

+1

+0

+14/+9

+9/+4

+4

+1

+0

UNARMED

TOTAL ATTACK BONUS

+14/+9

DAMAGE

1d2+4

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT

ITEM

LOCATION

QTY

WT

COST

Outfit (Explorer's)

Equipped

1

8.0

0.0

TOTAL WEIGHT CARRIED/VALUE

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

Light

75.0

Medium

150.0

Heavy

225.0

Lift over head

225.0

Lift off ground

450.0

Push / Drag

1125.0

FEATS

Blind-Fight

See Text

Cleave

See Text

Dodge

See Text

Improved Bull Rush

See Text

Improved Initiative

See Text

Lightning Reflexes

See Text

Mobility

See Text

Power Attack

See Text

SKILLS

MAX RANKS

12/6

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Handle Animal

CHA

6

=

1

+

5.0

+

Intimidate

CHA

11

=

1

+

10.0

+

Jump

STR

16

=

4

+

10.0

+

2

Ride

DEX

18

=

5

+

11.0

+

2

✓ : can be used untrained. ✕ : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

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, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Halfling, Orc