

Anemone Female Halfling Ftr15

NAME

Ftr15

CLASS

210000

EXPERIENCE

15

TCL

120000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	17	+3	17	+3
CON Constitution	16	+3	16	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+13

=

+9

+

+3

+

+0

+

+1

+

conditional modifiers

+11

=

+5

+

+3

+

+0

+

+3

+

conditional modifiers

+8

=

+5

+

+2

+

+0

+

+1

+

conditional modifiers

MELEE  
attack bonus

RANGED  
attack bonus

GRAPPLE  
attack bonus

+20/+15/+10

=

+15/+10/+5

+

+4

+

+1

+

+0

+

+19/+14/+9

=

+15/+10/+5

+

+3

+

+1

+

+0

+

+20/+15/+10

=

+15/+10/+5

+

+4

+

+1

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+20/+15/+10

1d2+4

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	
Alertness	See Text
Blind-Fight	See Text
Combat Expertise	See Text
Combat Reflexes	See Text
Endurance	See Text
Far Shot	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Point Blank Shot	See Text
Quick Draw	See Text
Self Sufficient	See Text
Skill Focus (Craft (Alchemy))	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

0

AGE

Female

GENDER

HP  
hit points

126

WOUNDS/CURRENT HP

AC  
armor class

14

TOTAL

11

FLAT

14

TOUCH

10

BASE

INITIATIVE  
modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK  
bonus

+15/+10/+5

DEITY

3'1"

HEIGHT

32 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

3

SIZE MODIFIER

1

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

SKILLS		MAX RANKS		18/9
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	26	= 4	+ 17.0 + 5
Craft (Alchemy)	INT	15	= 4	+ 11.0 +
Handle Animal	CHA	18	= 1	+ 17.0 +
✓ Intimidate	CHA	17	= 1	+ 16.0 +
✓ Jump	STR	24	= 4	+ 18.0 + 2
✓ Move Silently	DEX	5	= 3	+ 0.5 + 2
Perform (Oratory)	CHA	4	= 1	+ 3.0 +
Perform (Wind Instruments)	CHA	5	= 1	+ 4.0 +
✓ Ride	DEX	23	= 3	+ 18.0 + 2

✓ : can be used untrained. x : 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, Elven, Gnome, Goblin, Halfling, Orc