

Joey Male Halfling Com11Exp9

NAME

Com11 Exp9

182000

CLASS

EXPERIENCE

20

210000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	20	+5	20	+5
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

=

+6

+

+1

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

TOTAL

+12

=

+6

+

+5

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

TOTAL

+12

=

+9

+

+2

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+12/+7/+2

=

+11/+6/+1

+

+0

+

+1

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+17/+12/+7

=

+11/+6/+1

+

+5

+

+1

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+12/+7/+2

=

+11/+6/+1

+

+0

+

+1

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+12/+7/+2

DAMAGE

1d2

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	28.0	Medium	57.0	Heavy	86.0
Lift over head	86.0	Lift off ground	172.0	Push / Drag	430.0

FEATS

Alertness

See Text

Armor Proficiency (Light)

See Text

Skill Focus (Spot, Craft (Trapmaking), Handle Animal, Decipher Script, Listen, Move Silently)

See Text

NPC

PLAYERNAME

Halfling

Small

3'1"

35 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP
hit points

69

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

16

TOTAL

FLAT

TOUCH

=

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 20'

SKILLS		MAX RANKS 23/11.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	12	=	1	+ 11.0 +
Craft (Carpentry)	INT	17	=	5	+ 12.0 +
Craft (Painting)	INT	18	=	5	+ 13.0 +
Craft (Sculpting)	INT	7	=	5	+ 2.0 +
Craft (Trapmaking)	INT	11	=	5	+ 6.0 +
Craft (Woodworking)	INT	19	=	5	+ 14.0 +
Decipher Script	INT	17	=	5	+ 12.0 +
Disable Device	INT	16	=	5	+ 11.0 +
Handle Animal	CHA	15	=	1	+ 14.0 +
✓ Intimidate	CHA	11	=	1	+ 8.0 + 2
✓ Listen	WIS	14	=	2	+ 8.0 + 4
✓ Move Silently	DEX	19	=	5	+ 12.0 + 2
Perform (String Instruments)	CHA	5	=	1	+ 4.5 +
Profession (Hunter)	WIS	14	=	2	+ 12.5 +
✓ Search	INT	16	=	5	+ 11.0 +
✓ Spot	WIS	18	=	2	+ 14.0 + 2
Use Magic Device	CHA	12	=	1	+ 11.0 +
= + +					
✓ : 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

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike

LANGUAGES

Common, Dwarven, Elven, Goblin, Halfling, Orc