

Roscoe Male Halfling Ftr8

NAME

Ftr8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	17	+3	17	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+11

=

+6

+

+4

+

+0

+

+1

+

conditional modifiers

+5

=

+2

+

+2

+

+0

+

+1

+

+4

=

+2

+

+1

+

+0

+

+1

+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+12/+7	=	+8/+3	+	+3	+	+1	+	+0	+	
RANGED attack bonus	+11/+6	=	+8/+3	+	+2	+	+1	+	+0	+	
GRAPPLE attack bonus	+12/+7	=	+8/+3	+	+3	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+7	1d2+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
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WEIGHT ALLOWANCE					
Light	65.0	Medium	130.0	Heavy	195.0
Lift over head	195.0	Lift off ground	390.0	Push / Drag	975.0

FEATS	
Blind-Fight	See Text
Combat Expertise	See Text
Improved Initiative	See Text
Improved Trip	See Text
Point Blank Shot	See Text
Power Attack	See Text
Precise Shot	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'11"

HEIGHT

33 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

73

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

13

TOTAL

:

11

:

13

:

10

=

BASE

+

0

+

0

+

2

+

1

+

0

+

0

MISS CHANCE

INITIATIVE
modifier

+6

TOTAL

=

+2

DEX MODIFIER

+

+4

MISC MODIFIER

BASE ATTACK
bonus

+8/+3

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

SKILLS					MAX RANKS	11/5.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	14	=	3	+ 9.0 + 2
	Craft (Painting)	INT	9	=	3	+ 6.0 +
	Handle Animal	CHA	12	=	1	+ 11.0 +
✓	Intimidate	CHA	10	=	1	+ 9.0 +
✓	Jump	STR	16	=	3	+ 11.0 + 2
✓	Ride	DEX	13	=	2	+ 9.0 + 2
				=		+ +

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, Dwarven, Goblin, Halfling, Orc