

Roscoe Male Halfling Ftr16

NAME

Ftr16

CLASS

240000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	17	+3	17	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+14

=

+10

+

+3

+

+0

+

+1

+

conditional modifiers

TOTAL

+13

=

+5

+

+5

+

+0

+

+3

+

conditional modifiers

TOTAL

+7

=

+5

+

+1

+

+0

+

+1

+

conditional modifiers

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+21/+16/+11/+6	=	+16/+11/+6/+1	+	+4	+	+1	+	+0	+	
RANGED attack bonus	+22/+17/+12/+7	=	+16/+11/+6/+1	+	+5	+	+1	+	+0	+	
GRAPPLE attack bonus	+21/+16/+11/+6	=	+16/+11/+6/+1	+	+4	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+21/+16/+11/+6	1d2+4	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	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
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Improved Initiative	See Text
Leadership	See Text
Lightning Reflexes	See Text
Point Blank Shot	See Text
Precise Shot	See Text
Track	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'0"

HEIGHT

34 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

146

WOUNDS/CURRENT HP

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

0

MISS CHANCE

INITIATIVE
modifier

+9

TOTAL

+5

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+16/+11/+6/+1

DEITY

3'0"

HEIGHT

34 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK

20'

SKILLS						MAX RANKS	19/9.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Climb	STR	21	=	4	+ 15.0	+ 2
	Handle Animal	CHA	6	=	1	+ 5.0	+
✓	Intimidate	CHA	14	=	1	+ 13.0	+
✓	Ride	DEX	20	=	5	+ 13.0	+ 2
✓	Swim	STR	15	=	4	+ 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
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, Halfling