

Welby Male Halfling
Nob8Com11

NAME
Ari8 Com11
CLASS
19
TCL
166000
EXPERIENCE
190000
NEXT LEVEL

NPC

PLAYERNAME
Halfling
RACE
Small
SIZE
Male
GENDER
0
AGE

DEITY
3'1"
HEIGHT
35 lbs
WEIGHT
EYES
HAIR

Chaotic Evil
ALIGNMENT
Normal
VISION
0
POINTS

Table with 5 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table for HP, AC, INITIATIVE, and BASE ATTACK. HP: 90 hit points. AC: 17 armor class. INITIATIVE: +6 modifier. BASE ATTACK: +11/+6/+1 bonus.

Table for SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED. SPEED: Walk 20'. Includes fields for ARCANESPELL FAILURE, ARMOR CHECK PENALTY, and SPELL RESISTANCE.

Table for SAVING THROWS: FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom). Includes TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC MODIFIER, and TEMP MODIFIER.

Table for MELEE, RANGED, and GRAPPLE attack bonuses. Includes TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, and TEMP MODIFIER.

Table for UNARMED attack. Includes TOTAL ATTACK BONUS, DAMAGE, and CRITICAL.

Table for ARMOR. Includes TYPE, AC, MAXDEX, CHECK, and SPELL FAILURE.

Table for EQUIPMENT. Includes ITEM, LOCATION, QTY, WT, and COST. Example: Outfit (Explorer's) Equipped 1 8.0 0.0.

Table for WEIGHT ALLOWANCE. Includes Light, Medium, Heavy, and Lift over head weights.

Table for FEATS. Includes Armor Proficiency (Heavy, Light, Medium), Iron Will, Leadership, Lightning Reflexes, Run, Shield Proficiency, Skill Focus (Perform (Comedy), Craft (Alchemy)), Tower Shield Proficiency, and Weapon Finesse.

Table for SKILLS. Includes SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, and MISC MODIFIER. Skills listed include Craft (Alchemy), Craft (Leatherworking), Craft (Sculpting), Handle Animal, Knowledge (Geography), Perform (Comedy), Perform (Percussion Instruments), and Spot.

Table for SPECIAL ABILITIES. Includes +1 racial bonus on all saving throws and +2 morale bonus on saving throws against fear.

Table for PROFICIENCIES. Lists various weapons and armor 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.

Table for LANGUAGES. Includes Common, Elven, and Halfling.