

Kenneth Male Halfling Ftr6

NAME

Ftr6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	19	+4	19	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+10

=

+5

+

+4

+

+0

+

+1

+

conditional modifiers

+7

=

+2

+

+4

+

+0

+

+1

+

+4

=

+2

+

+1

+

+0

+

+1

+

TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
MELEE attack bonus	+10/+5	=	+6/+1	+	+3	+	+1	+	+0	+	
RANGED attack bonus	+11/+6	=	+6/+1	+	+4	+	+1	+	+0	+	
GRAPPLE attack bonus	+10/+5	=	+6/+1	+	+3	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	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		

WEIGHT ALLOWANCE

Light	57.0	Medium	114.0	Heavy	172.0
Lift over head	172.0	Lift off ground	344.0	Push / Drag	860.0

FEATS

Alertness	See Text
Combat Reflexes	See Text
Dodge	See Text
Exotic Weapon Proficiency	See Text
Mobility	See Text
Power Attack	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Halfling

RACE

0

AGE

Small

SIZE

Male

GENDER

HP
hit points

58

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

11

FLAT

15

TOUCH

10

BASE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+6/+1

DEITY

3'0"

HEIGHT

34 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

4

SIZE MODIFIER

1

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

SKILLS

MAX RANKS

9/4.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	14	=	3	+ 9.0 + 2
Handle Animal	CHA	9	=	1	+ 8.0 +
Spellcraft	INT	3	=	1	+ 2.0 +
Use Rope	DEX	7	=	4	+ 3.0 +

= + +

✓ : can be used untrained. ✕ : 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, Shuriken, 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