

Cade Male Halfling Rog4Ftr7

NAME

Rog4 Ftr7

CLASS

54000

EXPERIENCE

11

NEXT LEVEL

66000

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	20	+5	20	+5
CON Constitution	13	+1	13	+1
INT Intelligence	17	+3	17	+3
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +6	+ +1	+ +0	+ +1		
REFLEX (dexterity)	+14	= +6	+ +5	+ +0	+ +3		
WILLPOWER (wisdom)	+7	= +3	+ +3	+ +0	+ +1		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9	= +10/+5	+ +3	+ +1	+ +0
RANGED attack bonus	+16/+11	= +10/+5	+ +5	+ +1	+ +0
GRAPPLE attack bonus	+14/+9	= +10/+5	+ +3	+ +1	+ +0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d2+3	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	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
Cleave	See Text
Combat Expertise	See Text
Great Cleave	See Text
Lightning Reflexes	See Text
Power Attack	See Text
Shield Proficiency	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'11"

HEIGHT

33 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP hit points	63	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	16	: 11	: 16	= 10	+ 0	+ 0	+ 5	+ 1	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

INITIATIVE modifier	+5	= +5	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+10/+5		

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Bluff	CHA	8	= 1	+ 7.5 +
✓ Diplomacy	CHA	12	= 1	+ 7.0 + 4
Handle Animal	CHA	11	= 1	+ 10.0 +
✓ Hide	DEX	16	= 5	+ 7.0 + 4
✓ Intimidate	CHA	13	= 1	+ 10.0 + 2
✓ Jump	STR	16	= 3	+ 9.0 + 4
✓ Listen	WIS	9	= 3	+ 4.5 + 2
✓ Move Silently	DEX	14	= 5	+ 7.0 + 2
Open Lock	DEX	12	= 5	+ 7.0 +
Perform (Act)	CHA	6	= 1	+ 5.0 +
✓ Sense Motive	WIS	9	= 3	+ 6.0 +
✓ Swim	STR	12	= 3	+ 9.0 +
Tumble	DEX	14	= 5	+ 7.5 + 2
Use Magic Device	CHA	8	= 1	+ 7.0 +
✓ Use Rope	DEX	12	= 5	+ 7.0 +

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Evasion (Ex)	
Sneak Attack +2d6	
Trap Sense (Ex) +1	
Trapfinding	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Hand), 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, Gnome, Halfling, Orc	