

Marigold Female Halfling Ftr17

NAME

Ftr17

CLASS

272000

EXPERIENCE

17

TCL

153000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	13	+1	13	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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

87.0

Medium

174.0

Heavy

262.0

Lift over head

262.0

Lift off ground

524.0

Push / Drag

1310.0

FEATS

Blind-Fight

See Text

Cleave

See Text

Combat Expertise

See Text

Combat Reflexes

See Text

Dodge

See Text

Improved Bull Rush

See Text

Improved Initiative

See Text

Improved Sunder

See Text

Improved Trip

See Text

Persuasive

See Text

Point Blank Shot

See Text

Power Attack

See Text

NPC

PLAYERNAME

DEITY

Halfpling

Small

3'1"

32 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

EYES

HAIR

AGE

GENDER

HP
hit points

107

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+17/+12/+7/+2

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 20'

0

+0

0

SKILLS

MAX RANKS

20/10

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Carpentry)

INT

13

=

2

+

11.0

+

Handle Animal

CHA

13

=

1

+

12.0

+

Intimidate

CHA

18

=

1

+

15.0

+

2

Jump

STR

19

=

4

+

13.0

+

2

Knowledge (Local)

INT

5

=

2

+

3.5

+

Perform (String Instruments)

CHA

10

=

1

+

9.0

+

Sense Motive

WIS

5

=

4

+

1.5

+

Spot

WIS

10

=

4

+

6.5

+

: 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, Ranscur, 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