

Jim Male Halfling War12Exp8

NAME	
War12 Exp8	188000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	22	+6	22	+6
CON Constitution	13	+1	13	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +10	+ +1	+ +0	+ +1		
REFLEX (dexterity)	+15	= +6	+ +6	+ +0	+ +3		
WILLPOWER (wisdom)	+12	= +10	+ +1	+ +0	+ +1		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+23/+18/+13/+8	= +18/+13/+8/+3	+ +4	+ +1	+ +0	
RANGED attack bonus	+25/+20/+15/+10	= +18/+13/+8/+3	+ +6	+ +1	+ +0	
GRAPPLE attack bonus	+23/+18/+13/+8	= +18/+13/+8/+3	+ +4	+ +1	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	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	

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	
Armor Proficiency (Heavy)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Light)	See Text
Armor Proficiency (Medium)	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Mounted Combat	See Text
Point Blank Shot	See Text
Rapid Shot	See Text
Shield Proficiency	See Text
Skill Focus (Perform (Dance))	See Text
Tower Shield Proficiency	See Text
Weapon Focus (Gauntlet)	See Text

NPC

PLAYERNAME		DEITY	
Halfling	Small	3'2"	36 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED		
hit points	91							Walk 20'		
AC armor class	17	11	17	10	0	0	6	1	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER

INITIATIVE modifier	+10	= +6	+ +4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+18/+13/+8/+3		

SKILLS		MAX RANKS 23/11.5			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	21	= 4	+ 15.0	+ 2
✓ Concentration	CON	11	= 1	+ 10.0	+
Craft (Woodworking)	INT	4	= 3	+ 1.0	+
Handle Animal	CHA	14	= 1	+ 13.5	+
✓ Hide	DEX	21	= 6	+ 11.0	+ 4
✓ Intimidate	CHA	11	= 1	+ 10.0	+
✓ Jump	STR	19	= 4	+ 13.5	+ 2
Knowledge (Arcana)	INT	12	= 3	+ 9.0	+
Perform (Dance)	CHA	11	= 1	+ 10.0	+
Perform (Oratory)	CHA	11	= 1	+ 10.0	+
Perform (String Instruments)	CHA	2	= 1	+ 1.0	+
Perform (Wind Instruments)	CHA	5	= 1	+ 4.0	+
Profession (Hunter)	WIS	11	= 1	+ 10.0	+
Profession (Miner)	WIS	6	= 1	+ 5.0	+
✓ Ride	DEX	19	= 6	+ 11.0	+ 2
Use Magic Device	CHA	9	= 1	+ 8.0	+

= + +
✓ : 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, 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, Elven, Goblin, Halfling, Orc