

Brottbob Male Dwarf Ftr4Rog7

NAME

Ftr4 Rog7

CLASS

11

TCL

54000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'4"

HEIGHT

193 lbs

WEIGHT

,

HAIR

EYES

Lawful Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	19	+4	19	+4
CON Constitution	17	+3	17	+3
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	10	+0	10	+0

HP
hit points

83

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

MISS CHANCE

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+9/+4

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

14/7

MISC MODIFIER

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+6

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

+10

=

+6

+

+4

+

+0

+

+0

+

TEMP MODIFIER

+4

=

+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

MELEE
attack bonus

TOTAL

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+13/+8

DAMAGE

1d3+4

CRITICAL

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Blind-Fight

See Text

Cleave

See Text

Combat Reflexes

See Text

Dodge

See Text

Improved Sunder

See Text

Power Attack

See Text

Stealthy

See Text

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

14/7

MISC MODIFIER

Climb

STR

14

=

4

+

10.0

+

Decipher Script

INT

9

=

1

+

8.0

+

Diplomacy

CHA

10

=

0

+

10.0

+

Gather Information

CHA

10

=

0

+

10.0

+

Handle Animal

CHA

7

=

0

+

7.0

+

Hide

DEX

16

=

4

+

10.0

+

2

Jump

STR

12

=

4

+

8.0

+

Ride

DEX

10

=

4

+

9.0

+

2

Sleight of Hand

DEX

13

=

4

+

4.0

+

Use Rope

DEX

10

=

4

+

6.0

+

=

+

+

: can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Evasion (Ex)

Sneak Attack +4d6

Stability

Stonecunning

Trap Sense (Ex) +2

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, 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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Dwarven, Terran