

Hrut Male Human Ftr7Rog9

NAME	
Ftr7 Rog9	114000
CLASS	EXPERIENCE
16	136000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	21	+5	21	+5
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
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)	+14	= +8	+ +4	+ +0	+ +2		
REFLEX (dexterity)	+13	= +8	+ +5	+ +0	+ +0		
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	=	+13/+8/+3	+	+4	+	+0	+	+0	+	
RANGED attack bonus	+18/+13/+8	=	+13/+8/+3	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+17/+12/+7	=	+13/+8/+3	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+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
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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	
Alertness	See Text
Diligent	See Text
Dodge	See Text
Endurance	See Text
Great Fortitude	See Text
Investigator	See Text
Mobility	See Text
Power Attack	See Text
Quick Draw	See Text
Weapon Finesse	See Text
Weapon Focus (Morningstar)	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	147	WOUNDS/CURRENT HP
AC	armor class	15	TOTAL : 10 : 15 : 10 = BASE

<b>INITIATIVE</b> modifier	<div>+5</div> <div>TOTAL</div>	=	<div>+5</div> <div>DEX MODIFIER</div>	+	<div>+0</div> <div>MISC MODIFIER</div>
<b>BASE ATTACK</b> bonus	<div>+13/+8/+3</div>				

DEITY	
5'5"	176 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	5	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		19/9.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	12	= 4	+ 8.0 +
Disable Device	INT	11	= 1	+ 10.0 +
✓ Disguise	CHA	13	= 1	+ 12.0 +
✓ Gather Information	CHA	16	= 1	+ 11.0 + 4
Handle Animal	CHA	11	= 1	+ 10.0 +
✓ Hide	DEX	14	= 5	+ 9.0 +
✓ Intimidate	CHA	8	= 1	+ 7.0 +
Knowledge (Local)	INT	10	= 1	+ 9.0 +
Knowledge (Nobility and Royalty)	INT	2	= 1	+ 1.5 +
Open Lock	DEX	14	= 5	+ 9.0 +
✓ Ride	DEX	16	= 5	+ 9.5 + 2
Sleight of Hand	DEX	15	= 5	+ 10.0 +
✓ Swim	STR	15	= 4	+ 11.0 +
Use Magic Device	CHA	13	= 1	+ 12.0 +
= + +				
✓ : can be used untrained. ✕ : exclusive skills				

SPECIAL ABILITIES	
Evasion (Ex)	
Sneak Attack +5d6	
Trap Sense (Ex) +3	
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, Infernal	