

Bofar Male Dwarf Mnk7Rog7

NAME

Mnk7 Rog7

CLASS

14

TCL

84000

EXPERIENCE

105000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

4'3"

HEIGHT

178 lbs

WEIGHT

EYES

HAIR

Lawful Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	11	+0	11	+0

HP hit points	93	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
AC armor class	20	:	15	:	20	=	10	+	0	+	0	+	5	+	0	+	0	+	5	Walk 40'							
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+9	=	+5	+	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	=	+7	+	+2	+	
REFLEX (dexterity)	+15	=	+10	+	+5	+	
WILLPOWER (wisdom)	+11	=	+7	+	+4	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+11/+6	=	+10/+5	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+15/+10	=	+10/+5	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+11/+6	=	+10/+5	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d8+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WHOLENESS OF BODY	
HP per day (28)	<div></div>

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	43.0	Medium	86.0
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Blind-Fight	See Text
Deflect Arrows	See Text
Improved Grapple	See Text
Improved Initiative	See Text
Improved Trip	See Text
Improved Unarmed Strike	See Text
Improved Unarmed Strike	See Text
Skill Focus (Swim, Balance)	See Text
Snatch Arrows	See Text

SKILLS		MAX RANKS				17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise	INT	12	=	2	+ 10.0	+
✓ Balance	DEX	17	=	5	+ 10.0	+ 2
✓ Concentration	CON	10	=	2	+ 8.0	+
✓ Disguise	CHA	7	=	0	+ 7.0	+
✓ Escape Artist	DEX	14	=	5	+ 7.0	+ 2
✓ Hide	DEX	10	=	5	+ 5.0	+
✓ Jump	STR	11	=	1	+ 8.0	+ 2
Knowledge (Arcana)	INT	9	=	2	+ 7.0	+
Knowledge (Local)	INT	11	=	2	+ 9.0	+
✓ Listen	WIS	13	=	4	+ 9.0	+
✓ Move Silently	DEX	15	=	5	+ 10.0	+
✓ Spot	WIS	13	=	4	+ 9.0	+
✓ Swim	STR	9	=	1	+ 8.0	+
Tumble	DEX	14	=	5	+ 7.0	+ 2
Use Magic Device	CHA	7	=	0	+ 7.0	+
✓ Use Rope	DEX	15	=	5	+ 10.0	+
✓ : 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)	
Flurry of Blows (Ex)	
Ki Strike (Magic)	
Purity of Body (Ex)	
Slow Fall (30)	
Sneak Attack +4d6	
Stability	
Still Mind (Ex)	
Stonecunning	
Trap Sense (Ex) +2	
Trapfinding	
Wholeness of Body (Su) 14 hp/day	

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Handaxe, Javelin, Kama, Longspear, Mace (Heavy), Mace (Light), Morningstar, Nunchaku, Quarterstaff, Rapier, Sai, Shortbow, Shortspear, Shuriken, Siangham, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike	

LANGUAGES	
Common, Dwarven, Gnome, Undercommon	