

Ruras Female Dwarf Rog9

NAME

Rog9

CLASS

9

TCL

22000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

3'11"

HEIGHT

144 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	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	15	+2	15	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	10	+0	10	+0

HP hit points	54	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	15	10	15	10	0	0	5	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+5	=	+5	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+6/+1				

SPEED		
Walk 20'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+3	+2	+0	+0		
REFLEX (dexterity)	+13	+6	+5	+0	+2		
WILLPOWER (wisdom)	+7	+3	+4	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+7/+2	+6/+1	+1	+0	+0	
GRAPPLE attack bonus	+11/+6	+6/+1	+5	+0	+0	
	+7/+2	+6/+1	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Lightning Reflexes	See Text
Skill Focus (Jump, Gather Information)	See Text
Toughness (1x)	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
Bluff	CHA	11	=	0	+ 11.0	+
Climb	STR	10	=	1	+ 9.0	+
Disable Device	INT	14	=	2	+ 12.0	+
Disguise	CHA	13	=	0	+ 11.0	2
Gather Information	CHA	10	=	0	+ 10.0	+
Intimidate	CHA	9	=	0	+ 7.0	2
Jump	STR	12	=	1	+ 11.0	+
Move Silently	DEX	19	=	5	+ 11.0	3
Open Lock	DEX	17	=	5	+ 12.0	+
Search	INT	12	=	2	+ 10.0	+
Sleight of Hand	DEX	12	=	5	+ 5.0	2
Use Rope	DEX	16	=	5	+ 11.0	+
✓ : 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 +5d6
Stability
Stonecunning
Trap Sense (Ex) +3
Trapfinding

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

LANGUAGES
Common, Dwarven, Giant, Goblin