

Ingunn Female Human Rog7

NAME

Rog7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	17	+3	17	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

TEMP MODIFIER

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

+5

=

+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

MELEE  
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED  
attack bonus

+9

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE  
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+1

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

FEATS	
Alertness	See Text
Quick Draw	See Text
Stealthy	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'2"

HEIGHT

121 lbs

WEIGHT

0

Female

GENDER

EYES

HAIR

HP  
hit points

41

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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 MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE  
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+5

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise		INT	14	=	4	+ 10.0 +
Balance		DEX	13	=	4	+ 7.0 + 2
Bluff		CHA	9	=	1	+ 8.0 +
Diplomacy		CHA	8	=	1	+ 5.0 + 2
Disguise		CHA	13	=	1	+ 10.0 + 2
Escape Artist		DEX	14	=	4	+ 10.0 +
Forgery		INT	14	=	4	+ 10.0 +
Gather Information		CHA	11	=	1	+ 8.0 + 2
Hide		DEX	12	=	4	+ 6.0 + 2
Knowledge (Local)		INT	11	=	4	+ 7.0 +
Listen		WIS	14	=	3	+ 9.0 + 2
Move Silently		DEX	12	=	4	+ 6.0 + 2
Open Lock		DEX	9	=	4	+ 5.0 +
Spot		WIS	14	=	3	+ 9.0 + 2
Tumble		DEX	14	=	4	+ 10.0 +
Use Magic Device		CHA	11	=	1	+ 10.0 +

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES	
Evasion (Ex)	
Sneak Attack +4d6	
Trap Sense (Ex) +2	
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	
Abyssal, Common, Giant, Gnoll, Undercommon	