

Ingald Male Human Rog15

NAME

Rog15

210000

CLASS

EXPERIENCE

15

120000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+6

=

+5

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+14

=

+9

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+5

+

+4

+

+0

+

+2

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+12/+7/+2

=

+11/+6/+1

+

+1

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+16/+11/+6

=

+11/+6/+1

+

+5

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+12/+7/+2

=

+11/+6/+1

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+12/+7/+2

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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Diligent	See Text
Dodge	See Text
Iron Will	See Text
Power Attack	See Text
Quick Draw	See Text
Skill Focus (Diplomacy, Disable Device)	See Text

NPC

PLAYERNAME

Human

Medium

5'4"

162 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP

hit points

71

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

15

TOTAL

FLAT

TOUCH

=

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS		MAX RANKS		18/9
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Balance	DEX	21	= 5	+ 16.0 +
✓ Climb	STR	18	= 1	+ 17.0 +
✓ Diplomacy	CHA	18	= 1	+ 17.0 +
✓ Disable Device	INT	18	= 1	+ 17.0 +
✓ Hide	DEX	23	= 5	+ 18.0 +
✓ Intimidate	CHA	14	= 1	+ 13.0 +
Knowledge (Local)	INT	18	= 1	+ 17.0 +
✓ Listen	WIS	20	= 4	+ 16.0 +
✓ Move Silently	DEX	22	= 5	+ 16.0 + 3
✓ Open Lock	DEX	24	= 5	+ 17.0 +
✓ Search	INT	17	= 1	+ 16.0 +
_____ = _____ + _____ + _____				
✓ : can be used untrained. X : exclusive skills				

SPECIAL ABILITIES	
Defensive Awareness (+1 against traps)	
Evasion (Ex)	
Sneak Attack +8d6	
Trap Sense (Ex) +5	
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, Orc	