

Guthorm Male Human Rog15

NAME

Rog15

CLASS

15

TCL

210000

EXPERIENCE

120000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	13	+1	13	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+6

=

+5

+

+1

+

+0

+

+0

+

conditional modifiers

+13

=

+9

+

+4

+

+0

+

+0

+

+11

=

+5

+

+4

+

+0

+

+2

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+12/+7/+2

=

+11/+6/+1

+

+1

+

+0

+

+0

+

+15/+10/+5

=

+11/+6/+1

+

+4

+

+0

+

+0

+

+12/+7/+2

=

+11/+6/+1

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+12/+7/+2

1d3+1

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

Iron Will

See Text

Point Blank Shot

See Text

Precise Shot

See Text

Run

See Text

Shield Proficiency

See Text

Skill Focus (Disable Device)

See Text

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

HP
hit points

69

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+11/+6/+1

DEITY

6'0"

HEIGHT

190 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

SKILLS

MAX RANKS

18/9

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Balance

DEX

19

=

4

+

15.0

+

Bluff

CHA

18

=

1

+

17.0

+

Climb

STR

19

=

1

+

18.0

+

Disable Device

INT

21

=

4

+

17.0

+

Disguise

CHA

17

=

1

+

14.0

+

2

Forgery

INT

23

=

4

+

16.0

+

3

Gather Information

CHA

16

=

1

+

15.0

+

Hide

DEX

21

=

4

+

17.0

+

Intimidate

CHA

18

=

1

+

15.0

+

2

Jump

STR

15

=

1

+

14.0

+

Knowledge (Arcana)

INT

9

=

4

+

5.0

+

Move Silently

DEX

25

=

4

+

18.0

+

3

Open Lock

DEX

20

=

4

+

16.0

+

Sense Motive

WIS

22

=

4

+

18.0

+

Swim

STR

19

=

1

+

18.0

+

✓ : can be used untrained. ✗ : 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

Abyssal, Celestial, Common, Giant, Terran