

Gilbert Male Halfling Rog6

NAME

Rog6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

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	18	+4	18	+4
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	= +2	+ +1	+ +0	+ +1	+	
REFLEX (dexterity)	+11	= +5	+ +5	+ +0	+ +1	+	
WILLPOWER (wisdom)	+4	= +2	+ +1	+ +0	+ +1	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+6	= +4	+ +1	+ +1	+ +0	+
RANGED attack bonus	+10	= +4	+ +5	+ +1	+ +0	+
GRAPPLE attack bonus	+6	= +4	+ +1	+ +1	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d2+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	37.0	Medium	74.0	Heavy	112.0
Lift over head	112.0	Lift off ground	224.0	Push / Drag	560.0

FEATS	
Blind-Fight	See Text
Point Blank Shot	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'3"

HEIGHT

37 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP hit points	25	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	16	:	11	:	16	:	10	:	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS	

INITIATIVE modifier	+5	=	+5	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+4				

SKILLS		MAX RANKS		9/4.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Balance	DEX	10	=	5	+ 3.0 + 2
✓ Climb	STR	12	=	1	+ 9.0 + 2
Decipher Script	INT	12	=	4	+ 8.0 +
Disable Device	INT	13	=	4	+ 9.0 +
✓ Disguise	CHA	8	=	1	+ 7.0 +
Knowledge (Local)	INT	12	=	4	+ 8.0 +
✓ Listen	WIS	11	=	1	+ 8.0 + 2
✓ Move Silently	DEX	15	=	5	+ 8.0 + 2
Open Lock	DEX	13	=	5	+ 8.0 +
✓ Search	INT	12	=	4	+ 8.0 +
✓ Sense Motive	WIS	7	=	1	+ 6.0 +
Sleight of Hand	DEX	14	=	5	+ 9.0 +
✓ Swim	STR	9	=	1	+ 8.0 +
Tumble	DEX	14	=	5	+ 9.0 +
_____ = _____ + _____ + _____					
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Evasion (Ex)
Sneak Attack +3d6
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
Common, Dwarven, Elven, Gnome, Halfling, Orc