

Gysz Male Half-orc Rog20

NAME

Rog20

CLASS

20

TCL

380000

EXPERIENCE

210000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

0

AGE

Medium

SIZE

Male

GENDER

5'3"

HEIGHT

155 lbs

WEIGHT

EYES

HAIR

Lawful Good

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	21	+5	21	+5
CON Constitution	15	+2	15	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP hit points	111	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	15	10	15	10	0	0	5	0	0	0	0	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+9	=	+5	=	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+15/+10/+5				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
MAX RANKS 23/11.5						
✓ Appraise	INT	19	=	1	+ 18.0	+
Decipher Script	INT	18	=	1	+ 17.0	+
Disable Device	INT	23	=	1	+ 22.0	+
✓ Hide	DEX	22	=	5	+ 17.0	+
✓ Jump	STR	22	=	2	+ 20.0	+
✓ Move Silently	DEX	21	=	5	+ 16.0	+
Open Lock	DEX	23	=	5	+ 18.0	+
✓ Search	INT	24	=	1	+ 23.0	+
✓ Sense Motive	WIS	26	=	4	+ 22.0	+
✓ Spot	WIS	25	=	4	+ 19.0	2
✓ Swim	STR	17	=	2	+ 15.0	+

✓ : can be used untrained. x : exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	=	+6	=	+2	=	
REFLEX (dexterity)	+17	=	+12	=	+5	=	
WILLPOWER (wisdom)	+12	=	+6	=	+4	=	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER							
+17/+12/+7	=	+15/+10/+5	=	+2	=	+0	=	+0	=	+0	=		
RANGED attack bonus	+20/+15/+10	=	+15/+10/+5	=	+5	=	+0	=	+0	=	+0	=	
GRAPPLE attack bonus	+17/+12/+7	=	+15/+10/+5	=	+2	=	+0	=	+0	=	+0	=	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+2	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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Improved Initiative	See Text
Iron Will	See Text
Magical Aptitude	See Text
Shield Proficiency	See Text

SPECIAL ABILITIES

Defensive Awareness (+1 against traps)

Evasion (Ex)

Orc Blood

Sneak Attack +10d6

Trap Sense (Ex) +6

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, Undercommon