

Tharilil Male Elf Rog9

NAME

Rog9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'0"

HEIGHT

99 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME

STR

Strength

ABILITY SCORE

14

ABILITY MODIFIER

+2

TEMP SCORE

14

TEMP MODIFIER

+2

DEX

Dexterity

22

+6

22

+6

CON

Constitution

12

+1

12

+1

INT

Intelligence

14

+2

14

+2

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

12

+1

12

+1

HP

hit points

38

WOUNDS/CURRENT HP

AC

armor class

16

TOTAL

FLAT

TOUCH

10

16

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

6

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

+6

TOTAL

+6

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+4

=

+3

+

+1

+

+0

+

+0

+

TEMP MODIFIER

+12

=

+6

+

+0

+

+0

+

TEMP MODIFIER

+7

=

+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED

attack bonus

+12/+7

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+6

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

+8/+3

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+8/+3

1d3+2

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Improved Unarmed Strike

See Text

Point Blank Shot

See Text

Shield Proficiency

See Text

Track

See Text

SKILLS

MAX RANKS

12/6

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

7

=

2

+

5.0

+

✓ Climb

STR

13

=

2

+

11.0

+

✓ Diplomacy

CHA

13

=

1

+

10.0

+

2

✓ Disable Device

INT

13

=

2

+

11.0

+

✓ Disguise

CHA

10

=

1

+

9.0

+

✓ Hide

DEX

18

=

6

+

12.0

+

✓ Intimidate

CHA

11

=

1

+

10.0

+

✓ Jump

STR

14

=

2

+

12.0

+

✓ Listen

WIS

16

=

4

+

10.0

+

2

✓ Search

INT

13

=

2

+

9.0

+

2

✓ Sense Motive

WIS

13

=

4

+

9.0

+

✓ Swim

STR

8

=

2

+

6.0

+

✓ Use Rope

DEX

12

=

6

+

6.0

+

=

+

+

✓ : can be used untrained. ✕ : exclusive skills

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Evasion (Ex)

Immunity to magic sleep effects.

Sneak Attack +5d6

Trap Sense (Ex) +3

Trapfinding

PROFICIENCIES

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, 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, Elven, Goblin, Sylvan