

Loopmottin Female Gnome
Rog8

NAME
Rog8
CLASS
8
TCL
56000
EXPERIENCE
36000
NEXT LEVEL

NPC

PLAYERNAME
Gnome
RACE
Small
SIZE
0
Female
GENDER
AGE

DEITY
3'3"
HEIGHT
40 lbs
WEIGHT
EYES
HAIR

True Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	18	+4	18	+4
CON Constitution	16	+3	16	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP hit points	47	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION											
AC armor class	15	11	:	15	=	10	+	0	+	0	+	4	+	1	+	0	+	0	
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	

INITIATIVE modifier	+4	=	+4	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+6/+1				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
✓ Appraise	INT	15	=	4	+	11.0 +
Decipher Script	INT	14	=	4	+	10.0 +
✓ Diplomacy	CHA	9	=	1	+	6.0 + 2
Disable Device	INT	14	=	4	+	10.0 +
✓ Escape Artist	DEX	16	=	4	+	10.0 + 2
✓ Hide	DEX	18	=	4	+	10.0 + 4
✓ Intimidate	CHA	6	=	1	+	5.0 +
✓ Move Silently	DEX	15	=	4	+	11.0 +
Open Lock	DEX	15	=	4	+	11.0 +
✓ Sense Motive	WIS	13	=	4	+	9.0 +
✓ Spot	WIS	14	=	4	+	10.0 +
✓ Swim	STR	8	=	0	+	8.0 +
Use Magic Device	CHA	12	=	1	+	11.0 +
✓ Use Rope	DEX	14	=	4	+	10.0 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers					
FORTITUDE (constitution)	+5	=	+2	+	+3	+	+0	+	+0	+		
REFLEX (dexterity)	+10	=	+6	+	+4	+	+0	+	+0	+		
WILLPOWER (wisdom)	+6	=	+2	+	+4	+	+0	+	+0	+		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
MELEE attack bonus	+7/+2	=	+6/+1	+	+0	+	+1	+	+0	+	
RANGED attack bonus	+11/+6	=	+6/+1	+	+4	+	+1	+	+0	+	
GRAPPLE attack bonus	+7/+2	=	+6/+1	+	+0	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d2	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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Combat Expertise	See Text
Deceitful	See Text
Track	See Text

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against kobalds and goblinoids.
+2 racial bonus on saving throws against illusions.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Evasion (Ex)
Sneak Attack +4d6
Speak with Animals (burrowing mammal only, duration 1 minute).
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, Goblin, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/>	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target: You</i>	Personal	V, S	No	Divination
<input type="checkbox"/>	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target: Up to four lights, all within a 10- ft-radius area</i>	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/>	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target: Illusory sounds</i>	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/>	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target: See text</i>	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									