

Gabriel Male Human Rog15

NAME

Rog15

CLASS

210000

EXPERIENCE

15

120000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

total

base save

ability modifier

magic modifier

misc modifier

temp modifier

conditional modifiers

MELEE

RANGED

GRAPPLE

total

base attack bonus

stat modifier

size modifier

misc modifier

temp modifier

UNARMED

total attack bonus

damage

critical

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Investigator	See Text
Lightning Reflexes	See Text
Magical Aptitude	See Text
Negotiator	See Text
Skill Focus (Escape Artist)	See Text
Weapon Finesse	See Text
Weapon Focus (Sword (Short))	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'2"

HEIGHT

184 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP

67

WOUNDS/CURRENT HP

AC

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

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

INITIATIVE

modifier

total

5

DEX MODIFIER

5

MISC MODIFIER

0

BASE ATTACK

bonus

11

6

1

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

SKILLS		MAX RANKS		18/9	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	21	=	5	+ 16.0 +
Bluff	CHA	15	=	1	+ 14.0 +
Climb	STR	19	=	4	+ 15.0 +
Decipher Script	INT	18	=	2	+ 16.0 +
Disable Device	INT	20	=	2	+ 18.0 +
Escape Artist	DEX	23	=	5	+ 18.0 +
Gather Information	CHA	20	=	1	+ 17.0 + 2
Hide	DEX	13	=	5	+ 8.0 +
Jump	STR	21	=	4	+ 17.0 +
Open Lock	DEX	22	=	5	+ 17.0 +
Perform (Wind Instruments)	CHA	16	=	1	+ 15.0 +
Sleight of Hand	DEX	17	=	5	+ 10.0 + 2
Use Magic Device	CHA	20	=	1	+ 17.0 + 2
✓ : 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
Common, Gnome, Ignan