

# Osborn Male Halfling Rog11

# NPC

NAME Rog11	110000	PLAYERNAME Halfling	Small	DEITY 3'1"	35 lbs	True Neutral
CLASS 11	66000	RACE 0	Male	HEIGHT 3'1"	WEIGHT 35 lbs	ALIGNMENT Normal
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	VISION 0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	10	+0	10	+0
<b>DEX</b> Dexterity	20	+5	20	+5
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	14	+2	14	+2
<b>WIS</b> Wisdom	19	+4	19	+4
<b>CHA</b> Charisma	15	+2	15	+2

<b>HP</b> hit points	54	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 20'							
<b>AC</b> armor class	16	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

<b>INITIATIVE</b> modifier	+5	TOTAL	+5	DEX MODIFIER	+0	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+8/+3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+3	+1	+0	+1		
<b>REFLEX</b> (dexterity)	+13	+7	+5	+0	+1		
<b>WILLPOWER</b> (wisdom)	+8	+3	+4	+0	+1		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+9/+4	+8/+3	+0	+1	+0	
<b>RANGED</b> attack bonus	+14/+9	+8/+3	+5	+1	+0	
<b>GRAPPLE</b> attack bonus	+9/+4	+8/+3	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d2	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	Medium	Heavy	
	25.0	50.0	75.0	
Lift over head	75.0	Lift off ground	150.0	Push / Drag
				375.0

FEATS	
Alertness	See Text
Combat Expertise	See Text
Combat Reflexes	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS	
						14/7	
✓ Balance	DEX	19	= 5	+ 14.0	+		
✓ Climb	STR	15	= 0	+ 13.0	+	2	
Decipher Script	INT	14	= 2	+ 12.0	+		
Disable Device	INT	16	= 2	+ 14.0	+		
✓ Gather Information	CHA	11	= 2	+ 7.0	+	2	
✓ Hide	DEX	21	= 5	+ 12.0	+	4	
✓ Intimidate	CHA	15	= 2	+ 13.0	+		
Knowledge (Local)	INT	15	= 2	+ 13.0	+		
Open Lock	DEX	17	= 5	+ 12.0	+		
✓ Search	INT	16	= 2	+ 14.0	+		
✓ Use Rope	DEX	15	= 5	+ 10.0	+		

✓ : 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 +6d6
Trap Sense (Ex) +3
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, Halfling