

Kenneth Male Halfling Rog20

NAME

Rog20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	24	+7	24	+7
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+8

=

+6

+

+1

+

+0

+

+1

+

conditional modifiers

+20

=

+12

+

+7

+

+0

+

+1

+

+10

=

+6

+

+3

+

+0

+

+1

+

TOTAL

MELEE
attack bonus

+16/+11/+6

=

+15/+10/+5

+

+0

+

+1

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

+23/+18/+13

=

+15/+10/+5

+

+7

+

+1

+

+0

+

GRAPPLE
attack bonus

+16/+11/+6

=

+15/+10/+5

+

+0

+

+1

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+16/+11/+6

DAMAGE

1d2

CRITICAL

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Alertness	See Text
Diligent	See Text
Improved Initiative	See Text
Improved Unarmed Strike	See Text
Martial Weapon Proficiency	See Text
Persuasive	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'2"

HEIGHT

36 lbs

WEIGHT

0

AGE

Male

GENDER

HP
hit points

93

WOUNDS/CURRENT HP

AC
armor class

18

TOTAL

11

FLAT

18

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

7

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

INITIATIVE
modifier

+11

TOTAL

+7

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+15/+10/+5

DEITY

3'2"

HEIGHT

36 lbs

WEIGHT

0

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

SKILLS						MAX RANKS	23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Appraise	INT	27	=	4	+ 21.0	+	2
✓ Balance	DEX	29	=	7	+ 20.0	+	2
Disable Device	INT	20	=	4	+ 16.0	+	
✓ Disguise	CHA	19	=	1	+ 18.0	+	
✓ Gather Information	CHA	15	=	1	+ 12.0	+	2
✓ Hide	DEX	28	=	7	+ 17.0	+	4
Knowledge (Local)	INT	23	=	4	+ 19.0	+	
✓ Move Silently	DEX	32	=	7	+ 23.0	+	2
Open Lock	DEX	26	=	7	+ 19.0	+	
✓ Search	INT	27	=	4	+ 23.0	+	
✓ Sense Motive	WIS	24	=	3	+ 21.0	+	
Sleight of Hand	DEX	30	=	7	+ 23.0	+	
Tumble	DEX	30	=	7	+ 23.0	+	
✓ Use Rope	DEX	29	=	7	+ 22.0	+	
						=	+ +
✓ : can be used untrained. X : exclusive skills							

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Defensive Awareness (+1 against traps)	
Evasion (Ex)	
Sneak Attack +10d6	
Trap Sense (Ex) +6	
Trapfinding	

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Handaxe, 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, Gnome, Goblin, Halfling, Orc	