

Osborn Male Halfling Rog11

NAME

Rog11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'1"

HEIGHT

35 lbs

WEIGHT

0

AGE

Male

GENDER

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

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

HP

hit points

54

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+5

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SPEED

Walk 20'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+5

REFLEX

(dexterity)

+13

WILLPOWER

(wisdom)

+8

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+9/+4

RANGED

attack bonus

+14/+9

GRAPPLE

attack bonus

+9/+4

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

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	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

Combat Expertise

See Text

Combat Reflexes

See Text

SKILLS					MAX RANKS	14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ 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