

Barloda Female Dwarf Rog6

NAME

Rog6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Female

GENDER

DEITY

4'2"

HEIGHT

142 lbs

WEIGHT

,

HAIR

EYES

Chaotic Neutral

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP
hit points

38

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+4

SPEED

Walk 20'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+4

BASE SAVE

+2

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

+9

+5

+4

+0

+0

+8

+2

+4

+0

+2

MELEE
attack bonus

TOTAL

+6

BASE ATTACK BONUS

+4

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED
attack bonus

+8

+4

+4

+0

+0

GRAPPLE
attack bonus

+6

+4

+2

+0

+0

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+2

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

66.0

Medium

133.0

Heavy

200.0

Lift over head

200.0

Lift off ground

400.0

Push / Drag

1000.0

FEATS

Iron Will

See Text

Skill Focus (Hide)

See Text

Weapon Focus (Shortbow (Composite))

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

9/4.5

Climb

STR

11

=

2

+

9.0

+

Decipher Script

INT

9

=

1

+

8.0

+

Forgery

INT

12

=

1

+

8.0

+

3

Hide

DEX

13

=

4

+

9.0

+

Knowledge (Local)

INT

3

=

1

+

2.0

+

Listen

WIS

13

=

4

+

9.0

+

Search

INT

7

=

1

+

6.0

+

Sense Motive

WIS

12

=

4

+

8.0

+

Sleight of Hand

DEX

13

=

4

+

9.0

+

Spot

WIS

12

=

4

+

8.0

+

Tumble

DEX

9

=

4

+

5.0

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Evasion (Ex)

Sneak Attack +3d6

Stability

Stonecunning

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, Giant