

Helis Male Elf Rog11

NAME	
Rog11	110000
CLASS	EXPERIENCE
11	66000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	22	+6	22	+6
CON Constitution	10	+0	10	+0
INT Intelligence	15	+2	15	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+3	+0	+0	+2		
REFLEX (dexterity)	+13	+7	+6	+0	+0		
WILLPOWER (wisdom)	+7	+3	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+10/+5	+8/+3	+2	+0	+0	
RANGED attack bonus	+14/+9	+8/+3	+6	+0	+0	
GRAPPLE attack bonus	+10/+5	+8/+3	+2	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+2	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	
Combat Reflexes	See Text
Great Fortitude	See Text
Skill Focus (Jump)	See Text
Weapon Focus (Sword (Short))	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
36				
AC	armor class	10	16	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS

<b>INITIATIVE</b> modifier	<div>+6</div>	=	<div>+6</div>	+	<div>+0</div>
	TOTAL		DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	<div>+8/+3</div>				

DEITY	
4'10"	110 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	4	= 2	+ 2.0 +
✓ Climb	STR	13	= 2	+ 11.0 +
Disable Device	INT	15	= 2	+ 13.0 +
✓ Gather Information	CHA	11	= 1	+ 8.0 + 2
✓ Hide	DEX	18	= 6	+ 12.0 +
✓ Intimidate	CHA	15	= 1	+ 14.0 +
✓ Jump	STR	5	= 2	+ 3.0 +
Knowledge (Local)	INT	16	= 2	+ 14.0 +
✓ Listen	WIS	17	= 4	+ 11.0 + 2
✓ Move Silently	DEX	23	= 6	+ 14.0 + 3
Open Lock	DEX	19	= 6	+ 13.0 +
Use Magic Device	CHA	14	= 1	+ 13.0 +
✓ Use Rope	DEX	19	= 6	+ 13.0 +
✓ : can be used untrained. x : exclusive skills				

SPECIAL ABILITIES
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Evasion (Ex)
Immunity to magic sleep effects.
Sneak Attack +6d6
Trap Sense (Ex) +3
Trapfinding

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longbow, Longspear, Longsword, 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, Elven, Gnoll, Goblin