

Arngrim Male Human Rog16

NAME

Rog16

CLASS

240000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

155 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	20	+5	20	+5
CON Constitution	18	+4	18	+4
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	15	+2	15	+2

HP
hit points

115

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

15

TOTAL

:

10

:

15

:

10

=

BASE

+

0

+

0

+

5

+

0

+

0

+

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE
modifier

+5

TOTAL

=

+5

+

+0

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

BASE SAVE

+15

=

+10

+

+5

+

+0

+

+0

+

TEMP MODIFIER

ABILITY MODIFIER

+6

=

+5

+

+1

+

+0

+

+0

+

TEMP MODIFIER

MELEE
attack bonus

TOTAL

+13/+8/+3

=

+12/+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+17/+12/+7

=

+12/+7/+2

+

+5

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+13/+8/+3

=

+12/+7/+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+13/+8/+3

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Far Shot	See Text
Persuasive	See Text
Point Blank Shot	See Text
Quick Draw	See Text

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Bluff

CHA

21

=

2

+

17.0

+

2

Concentration

CON

11

=

4

+

7.0

+

Disable Device

INT

23

=

4

+

19.0

+

Disguise

CHA

22

=

2

+

18.0

+

2

Escape Artist

DEX

26

=

5

+

19.0

+

2

Forgery

INT

22

=

4

+

18.0

+

Hide

DEX

23

=

5

+

18.0

+

Knowledge (Local)

INT

21

=

4

+

17.0

+

Knowledge (Nobility and Royalty)

INT

12

=

4

+

8.0

+

Knowledge (The Planes)

INT

7

=

4

+

3.5

+

Move Silently

DEX

24

=

5

+

19.0

+

Open Lock

DEX

22

=

5

+

17.0

+

Tumble

DEX

23

=

5

+

18.0

+

Use Magic Device

CHA

21

=

2

+

19.0

+

Use Rope

DEX

23

=

5

+

18.0

+

✓

:

can be used untrained.

x

:

exclusive skills

SPECIAL ABILITIES

Defensive Awareness (+1 against traps)

Evasion (Ex)

Sneak Attack +8d6

Trap Sense (Ex) +5

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, Draconic, Halfling, Infernal, Orc