

Thyri Female Half-Elf Rog12

NAME

Rog12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'7"

HEIGHT

150 lbs

WEIGHT

0

AGE

Female

GENDER

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR<br>Strength     | 15            | +2               | 15         | +2            |
| DEX<br>Dexterity    | 19            | +4               | 19         | +4            |
| CON<br>Constitution | 16            | +3               | 16         | +3            |
| INT<br>Intelligence | 15            | +2               | 15         | +2            |
| WIS<br>Wisdom       | 20            | +5               | 20         | +5            |
| CHA<br>Charisma     | 12            | +1               | 12         | +1            |

HP  
hit points

86

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

+9/+4

SUBBDUAL DAMAGE

DAMAGE REDUCTION

SPEED  
Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+7

=

+4

BASE SAVE

+

+3

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

TOTAL

+12

=

+8

BASE SAVE

+

+4

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+4

BASE SAVE

+

+5

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+2

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+11/+6

=

+9/+4

BASE ATTACK BONUS

+

+2

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+13/+8

=

+9/+4

BASE ATTACK BONUS

+

+4

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+11/+6

=

+9/+4

BASE ATTACK BONUS

+

+2

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+11/+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                           |          |
|---------------------------------|----------|
| Combat Expertise                | See Text |
| Investigator                    | See Text |
| Iron Will                       | See Text |
| Shield Proficiency              | See Text |
| Weapon Focus (Crossbow (Light)) | See Text |

| SKILLS  |             | MAX RANKS      |                  | 15/7.5     |
|---|-------------|----------------|------------------|------------|
| SKILL NAME                                      | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS      |
| ✓ Bluff   | CHA         | 7              | = 1              | + 6.0 +    |
| Decipher Script                                 | INT         | 17             | = 2              | + 15.0 +   |
| ✓ Diplomacy                                     | CHA         | 17             | = 1              | + 12.0 + 4 |
| ✓ Escape Artist                                 | DEX         | 15             | = 4              | + 11.0 +   |
| ✓ Gather Information                            | CHA         | 22             | = 1              | + 15.0 + 6 |
| ✓ Hide  | DEX         | 18             | = 4              | + 14.0 +   |
| ✓ Jump  | STR         | 17             | = 2              | + 15.0 +   |
| Knowledge (Local)                               | INT         | 15             | = 2              | + 13.0 +   |
| ✓ Listen  | WIS         | 15             | = 5              | + 9.0 + 1  |
| ✓ Move Silently                                 | DEX         | 18             | = 4              | + 14.0 +   |
| Open Lock                                       | DEX         | 19             | = 4              | + 15.0 +   |
| ✓ Search  | INT         | 16             | = 2              | + 11.0 + 3 |
| ✓ : can be used untrained. ✗ : exclusive skills |             |                |                  |            |

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Evasion (Ex)

Immunity to sleep spells and similar magical effects.

Sneak Attack +6d6

Trap Sense (Ex) +4

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, Elven, Gnome, Ignan