

Jebeddo Male Gnome Rog9

NAME

Rog9

CLASS

72000

EXPERIENCE

9

45000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	18	+4	18	+4
CON Constitution	19	+4	19	+4
INT Intelligence	18	+4	18	+4
WIS Wisdom	19	+4	19	+4
CHA Charisma	16	+3	16	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+6

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+7

=

+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+9/+4

DAMAGE

1d2+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	43.0	Medium	87.0	Heavy	131.0
Lift over head	131.0	Lift off ground	262.0	Push / Drag	655.0

FEATS	
Alertness	See Text
Deceitful	See Text
Stealthy	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Gnome

Small

3'5"

45 lbs

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

POINTS

AGE

GENDER

HP

hit points

73

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

15

TOTAL

11

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SKILLS					MAX RANKS	12/6
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Bluff	CHA	15	=	3	+ 12.0 +
✓	Climb	STR	13	=	2	+ 11.0 +
	Decipher Script	INT	14	=	4	+ 10.0 +
	Disable Device	INT	15	=	4	+ 11.0 +
✓	Disguise	CHA	17	=	3	+ 12.0 + 2
✓	Escape Artist	DEX	15	=	4	+ 9.0 + 2
✓	Forgery	INT	14	=	4	+ 8.0 + 2
✓	Hide	DEX	19	=	4	+ 9.0 + 6
✓	Intimidate	CHA	17	=	3	+ 12.0 + 2
	Knowledge (Geography)	INT	6	=	4	+ 2.0 +
✓	Search	INT	15	=	4	+ 11.0 +
	Sleight of Hand	DEX	17	=	4	+ 11.0 + 2
✓	Spot	WIS	18	=	4	+ 12.0 + 2
✓	Use Rope	DEX	16	=	4	+ 12.0 +
_____ = _____ + _____ + _____						
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

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

Evasion (Ex)

Sneak Attack +5d6

Speak with Animals (burrowing mammal only, duration 1 minute).

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, Dwarven, Elven, Gnome, Goblin, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<input type="checkbox"/>	Speak with Animals <i>Effect: You can communicate with animals.</i>	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target: You</i>	Personal	V, S	No	Divination
<input type="checkbox"/>	Dancing Lights <i>Effect: Creates torches or other lights.</i>	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target: Up to four lights, all within a 10- ft-radius area</i>	Medium (100 Feet)	V, S	No	Evocation [Light]
<input type="checkbox"/>	Ghost Sound <i>Effect: Figment sounds.</i>	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target: Illusory sounds</i>	Close (25 Feet)	V, S, M	No	Illusion (Figment)
<input type="checkbox"/>	Prestidigitation <i>Effect: Performs minor tricks.</i>	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target: See text</i>	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									