

Caramip Female Gnome Rog6

NAME

Rog6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	19	+4	19	+4
CON Constitution	19	+4	19	+4
INT Intelligence	15	+2	15	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+6

=

+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+9

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+5

DAMAGE

1d2

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	28.0	Medium	57.0	Heavy	86.0
Lift over head	86.0	Lift off ground	172.0	Push / Drag	430.0

FEATS	
Deceitful	See Text
Dodge	See Text
Leadership	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'6"

HEIGHT

43 lbs

WEIGHT

0

Female

GENDER

EYES

HAIR

HP  
hit points

54

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

+4

Chaotic Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 20'

SKILLS		MAX RANKS		9/4.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Climb	STR	9	= 0	+ 9.0 +
✓ Disable Device	INT	9	= 2	+ 7.0 +
✓ Forgery	INT	12	= 2	+ 8.0 + 2
✓ Gather Information	CHA	12	= 1	+ 9.0 + 2
✓ Hide	DEX	17	= 4	+ 9.0 + 4
✓ Intimidate	CHA	8	= 1	+ 7.0 +
✓ Jump	STR	9	= 0	+ 9.0 +
✓ Knowledge (Local)	INT	7	= 2	+ 5.0 +
✓ Search	INT	11	= 2	+ 9.0 +
✓ Sense Motive	WIS	13	= 4	+ 9.0 +
✓ Use Rope	DEX	13	= 4	+ 9.0 +

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 +3d6

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

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, Gnome, Goblin

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									