

G'gyrg Female Half-orc Rog18

NAME

NPC

PLAYERNAME

DEITY

Chaotic Good

ALIGNMENT

Rog18
CLASS
18
TCL

306000
EXPERIENCE
171000
NEXT LEVEL

Half-orc
RACE
0
AGE
Medium
SIZE
Female
GENDER

5'7"
HEIGHT
165 lbs
WEIGHT
,
HAIR
EYES

Darkvision (60'),
Normal
VISION
0
POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	20	+5	20	+5
CON Constitution	13	+1	13	+1
INT Intelligence	11	+0	11	+0
WIS Wisdom	15	+2	15	+2
CHA Charisma	10	+0	10	+0

HP	hit points	77	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC armor class	15	10	15	10	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER
				SIZE	NATURAL ARMOR	MISC MODIFIER
				MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY
						SPELL RESISTANCE

INITIATIVE	modifier	+9	+5	+4
TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK bonus		+13/+8/+3		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	DEX	20	=	5	+ 15.0 +
Decipher Script	INT	16	=	0	+ 14.0 + 2
Hide	DEX	26	=	5	+ 21.0 +
Jump	STR	17	=	5	+ 12.0 +
Move Silently	DEX	27	=	5	+ 19.0 + 3
Sense Motive	WIS	20	=	2	+ 18.0 +
Sleight of Hand	DEX	16	=	5	+ 11.0 +
Spot	WIS	18	=	2	+ 16.0 +
Swim	STR	26	=	5	+ 21.0 +
Use Rope	DEX	26	=	5	+ 21.0 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +6	+1	+0	+0		
REFLEX (dexterity)	+18	= +11	+5	+0	+2		
WILLPOWER (wisdom)	+8	= +6	+2	+0	+0		

MELEE	attack bonus	+18/+13/+8	=	+13/+8/+3	+5	+0	+0	
RANGED	attack bonus	+18/+13/+8	=	+13/+8/+3	+5	+0	+0	
GRAPPLE	attack bonus	+18/+13/+8	=	+13/+8/+3	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+5	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	133.0	Medium	266.0	Heavy	400.0
	Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Diligent	See Text
Dodge	See Text
Improved Initiative	See Text
Lightning Reflexes	See Text
Point Blank Shot	See Text
Skill Focus (Decipher Script)	See Text
Weapon Focus (Sword (Short))	See Text

SPECIAL ABILITIES

Defensive Awareness (+1 against traps)
Evasion (Ex)
Orc Blood
Sneak Attack +9d6
Trap Sense (Ex) +6
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, Orc
