

Atli Male Human Rog8

NAME

Rog8

CLASS

56000

EXPERIENCE

8

36000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	19	+4	19	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+6

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+2

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

TOTAL

+7/+2

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED

attack bonus

TOTAL

+10/+5

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE

attack bonus

TOTAL

+7/+2

=

BASE ATTACK BONUS

+6/+1

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7/+2

1d3+1

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	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Combat Reflexes	See Text
Dodge	See Text
Leadership	See Text
Skill Focus (Appraise)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'1"

HEIGHT

225 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

hit points

35

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

0

MISS CHANCE

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

DEITY

6'1"

HEIGHT

225 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30'

SKILLS		MAX RANKS		11/5.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	15	= 4	+ 11.0	+
✓ Balance	DEX	8	= 4	+ 2.0	+ 2
✓ Bluff	CHA	11	= 1	+ 10.0	+
✓ Disable Device	INT	13	= 4	+ 9.0	+
✓ Disguise	CHA	13	= 1	+ 10.0	+ 2
✓ Escape Artist	DEX	16	= 4	+ 10.0	+ 2
✓ Forgery	INT	17	= 4	+ 10.0	+ 3
✓ Hide	DEX	14	= 4	+ 10.0	+
✓ Listen	WIS	12	= 4	+ 8.0	+
✓ Move Silently	DEX	18	= 4	+ 11.0	+ 3
✓ Search	INT	14	= 4	+ 10.0	+
✓ Sleight of Hand	DEX	17	= 4	+ 11.0	+ 2
✓ Swim	STR	12	= 1	+ 11.0	+
✓ Tumble	DEX	13	= 4	+ 9.0	+
✓ Use Rope	DEX	15	= 4	+ 11.0	+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

Evasion (Ex)

Sneak Attack +4d6

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, Draconic, Infernal, Orc, Undercommon