

Gudrid Female Half-Elf Rog19

NAME

Rog19

CLASS

19

TCL

342000

EXPERIENCE

190000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'1"

HEIGHT

120 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	22	+6	22	+6
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP

hit points

88

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+14/+9/+4

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Deft Hands	See Text
Persuasive	See Text
Quick Draw	See Text
Skill Focus (Bluff, Open Lock)	See Text

SKILLS					MAX RANKS	22/11
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	19	= 4	+ 15.0	+
✓	Balance	DEX	28	= 6	+ 22.0	+
✓	Bluff	CHA	18	= 1	+ 15.0	+ 2
✓	Climb	STR	21	= 3	+ 18.0	+
	Decipher Script	INT	24	= 4	+ 20.0	+
✓	Diplomacy	CHA	25	= 1	+ 20.0	+ 4
	Disable Device	INT	12	= 4	+ 8.0	+
✓	Escape Artist	DEX	24	= 6	+ 18.0	+
✓	Forgery	INT	26	= 4	+ 19.0	+ 3
✓	Listen	WIS	20	= 1	+ 16.0	+ 3
✓	Move Silently	DEX	28	= 6	+ 19.0	+ 3
	Open Lock	DEX	25	= 6	+ 19.0	+
	Sleight of Hand	DEX	28	= 6	+ 18.0	+ 4
✓	Spot	WIS	19	= 1	+ 15.0	+ 3
✓	Swim	STR	25	= 3	+ 22.0	+
					=	+
✓ : can be used untrained. ✗ : exclusive skills						

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

- +2 racial bonus on saving throws against enchantment spells or effects.
- Defensive Awareness (+1 against traps)
- Elven Blood
- Evasion (Ex)
- Immunity to sleep spells and similar magical effects.
- Sneak Attack +10d6
- 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, Elven, Giant, Ignan, Terran, Undercommon