

Anemone Female Halfling Rog7

NAME

Rog7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'10"

HEIGHT

29 lbs

WEIGHT

0

AGE

Female

GENDER

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	21	+5	21	+5
CON Constitution	16	+3	16	+3
INT Intelligence	16	+3	16	+3
WIS Wisdom	18	+4	18	+4
CHA Charisma	13	+1	13	+1

HP

hit points

50

AC

armor class

16

INITIATIVE

modifier

+5

BASE ATTACK

bonus

+5

WOUNDS/CURRENT HP

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

SAVING THROWS

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+11

WILLPOWER

(wisdom)

+7

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+6

RANGED

attack bonus

+11

GRAPPLE

attack bonus

+6

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

FEATS	
Diligent	See Text
Dodge	See Text
Weapon Focus (Shortbow)	See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20'

SKILLS		MAX RANKS			10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	15	= 3	+ 10.0	+ 2
✓ Climb	STR	12	= 0	+ 10.0	+ 2
Decipher Script	INT	13	= 3	+ 8.0	+ 2
Disable Device	INT	10	= 3	+ 7.0	+
✓ Escape Artist	DEX	11	= 5	+ 6.0	+
✓ Forgery	INT	9	= 3	+ 6.0	+
✓ Hide	DEX	16	= 5	+ 7.0	+ 4
✓ Intimidate	CHA	10	= 1	+ 9.0	+
✓ Listen	WIS	15	= 4	+ 9.0	+ 2
✓ Move Silently	DEX	17	= 5	+ 10.0	+ 2
Open Lock	DEX	9	= 5	+ 4.0	+
✓ Search	INT	11	= 3	+ 8.0	+
✓ Sense Motive	WIS	11	= 4	+ 7.0	+
Sleight of Hand	DEX	15	= 5	+ 10.0	+
					= + +
✓ : can be used untrained. x : exclusive skills					

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

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, Dwarven, Gnome, Goblin, Halfling