

Felophia Female Half-Elf Rog18

NAME

Rog18

CLASS

18

TCL

306000

EXPERIENCE

171000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	22	+6	22	+6
CON Constitution	13	+1	13	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	15	+2	15	+2
CHA Charisma	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+7

=

+6

+

+1

+

+0

+

+0

+

conditional modifiers

+17

=

+11

+

+6

+

+0

+

+0

+

+8

=

+6

+

+2

+

+0

+

+0

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+14/+9/+4

=

+13/+8/+3

+

+1

+

+0

+

+0

+

+19/+14/+9

=

+13/+8/+3

+

+6

+

+0

+

+0

+

+14/+9/+4

=

+13/+8/+3

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+14/+9/+4

1d3+1

20/x2

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

FEATS	
Diligent	See Text
Improved Initiative	See Text
Negotiator	See Text
Point Blank Shot	See Text
Run	See Text
Stealthy	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME

Half-Elf

RACE

0

AGE

Medium

SIZE

Female

GENDER

HP
hit points

99

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

10

FLAT

16

TOUCH

10

BASE

INITIATIVE
modifier

+10

TOTAL

+6

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+13/+8/+3

DEITY

5'0"

HEIGHT

108 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

SKILLS		MAX RANKS			21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	23	= 4	+ 17.0	+ 2
Bluff	CHA	19	= 2	+ 17.0	+
Decipher Script	INT	27	= 4	+ 21.0	+ 2
Disable Device	INT	24	= 4	+ 20.0	+
Escape Artist	DEX	24	= 6	+ 18.0	+
Forgery	INT	25	= 4	+ 21.0	+
Hide	DEX	27	= 6	+ 19.0	+ 2
Intimidate	CHA	17	= 2	+ 13.0	+ 2
Knowledge (Local)	INT	25	= 4	+ 21.0	+
Listen	WIS	23	= 2	+ 20.0	+ 1
Move Silently	DEX	24	= 6	+ 16.0	+ 2
Search	INT	23	= 4	+ 18.0	+ 1
Sleight of Hand	DEX	29	= 6	+ 21.0	+ 2
Spot	WIS	13	= 2	+ 10.0	+ 1

= + +

✓ : can be used untrained. X : 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 +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, Draconic, Elven, Ignan, Orc, Terran