

Belle Female Halfling Rog17

NAME

Rog17

CLASS

17

TCL

272000

EXPERIENCE

153000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'11"

HEIGHT

30 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	24	+7	24	+7
CON Constitution	14	+2	14	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	17	+3	17	+3

HP

hit points

95

AC

armor class

18

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

INITIATIVE

modifier

+7

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

SPEED

Walk 20'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+8

REFLEX

(dexterity)

+20

WILLPOWER

(wisdom)

+9

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+13/+8/+3

RANGED

attack bonus

+20/+15/+10

GRAPPLE

attack bonus

+13/+8/+3

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+13/+8/+3

1d2

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Blind-Fight	See Text
Diligent	See Text
Lightning Reflexes	See Text
Magical Aptitude	See Text
Point Blank Shot	See Text
Run	See Text

SKILLS		MAX RANKS			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	17	= 4	+ 11.0	+ 2
✓ Climb	STR	21	= 0	+ 19.0	+ 2
Disable Device	INT	13	= 4	+ 9.0	+
✓ Escape Artist	DEX	27	= 7	+ 18.0	+ 2
✓ Hide	DEX	22	= 7	+ 11.0	+ 4
✓ Intimidate	CHA	23	= 3	+ 20.0	+
✓ Jump	STR	18	= 0	+ 14.0	+ 4
Knowledge (Local)	INT	23	= 4	+ 19.0	+
✓ Move Silently	DEX	27	= 7	+ 18.0	+ 2
✓ Open Lock	DEX	27	= 7	+ 20.0	+
✓ Search	INT	22	= 4	+ 18.0	+
Sleight of Hand	DEX	22	= 7	+ 15.0	+
Tumble	DEX	26	= 7	+ 17.0	+ 2
Use Magic Device	CHA	17	= 3	+ 12.0	+ 2
✓ Use Rope	DEX	26	= 7	+ 19.0	+
✓ : can be used untrained. ✗ : exclusive skills					

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Defensive Awareness (+1 against traps)	
Evasion (Ex)	
Sneak Attack +9d6	
Trap Sense (Ex) +5	
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, Elven, Goblin, Halfling, Orc	