

Tarik Male Human Rog15

NAME	
Rog15	210000
CLASS	EXPERIENCE
15	120000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +5	+ +4	+ +0	+ +0		
REFLEX (dexterity)	+13	= +9	+ +4	+ +0	+ +0		
WILLPOWER (wisdom)	+7	= +5	+ +2	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+12/+7/+2	= +11/+6/+1	+ +1	+ +0	+ +0	
RANGED attack bonus	+15/+10/+5	= +11/+6/+1	+ +4	+ +0	+ +0	
GRAPPLE attack bonus	+12/+7/+2	= +11/+6/+1	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+12/+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	
Blind-Fight	See Text
Deft Hands	See Text
Diligent	See Text
Magical Aptitude	See Text
Run	See Text
Skill Focus (Sense Motive)	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION									
hit points		127																			
AC		14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0	+	0	
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	MISS CHANCE

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+4		= +4	+ +0	
BASE ATTACK	bonus	+11/+6/+1		

DEITY	
6'2"	200 lbs
HEIGHT	WEIGHT
EYES	HAIR

Neutral Evil
ALIGNMENT
Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

		SKILLS			MAX RANKS	18/9
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	18	= 1	+ 15.0	+ 2
✓	Balance	DEX	22	= 4	+ 18.0	+
✓	Climb	STR	18	= 1	+ 17.0	+
	Disable Device	INT	12	= 1	+ 11.0	+
✓	Escape Artist	DEX	15	= 4	+ 9.0	+ 2
✓	Gather Information	CHA	16	= 1	+ 15.0	+
✓	Hide	DEX	19	= 4	+ 15.0	+
✓	Move Silently	DEX	21	= 4	+ 14.0	+ 3
	Open Lock	DEX	13	= 4	+ 9.0	+
	Perform (Wind Instruments)	CHA	18	= 1	+ 17.0	+
✓	Search	INT	16	= 1	+ 15.0	+
✓	Sense Motive	WIS	10	= 2	+ 8.0	+
✓	Use Rope	DEX	23	= 4	+ 17.0	+ 2
				=	+	+
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES
Defensive Awareness (+1 against traps)
Evasion (Ex)
Sneak Attack +8d6
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, Elven