

Snaga Screwjack

CHARACTER NAME

DRL

PLAYER NAME

REGION



Rogue

Goblin

Small

Male

CG

CLASS

RACE

SIZE

GENDER

ALIGNMENT

DEITY

LEVEL

Humanoid(goblinoid)

AGE

3'3"

HEIGHT

EYES

Black

HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	11	+0		
DEX DEXTERITY	20	+5		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	16	+3		
WIS WISDOM	16	+3		
CHA CHARISMA	10	+0		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HT POINTS: 8			30 ft/x4
AC ARMOR CLASS: 16 = 10 + 0 + 0 + 5 + 1 + 0 + 0 + 0			
TOUCH ARMOR CLASS: 16			
FLAT-FOOTED ARMOR CLASS: 11			
INITIATIVE TOTAL: +5 = 5 + 0			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+2	0	2	0	
REFLEX DEXTERITY	+7	2	5	0	
WILL WISDOM	+3	0	3	0	
GRAPPLE MODIFIER	-4	0	0	-4	0

CONDITIONAL MODIFIERS
#/NA
#/NA
#/NA

TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS: +1	0	0	1	0	
RANGED ATTACK BONUS: +6	0	5	1	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MSC. BONUS
x Appraise ¹	INT	5	= 3	+ 2	+ 0
x Balance ¹	DEX*	7	= 5	+ 2	+ 0
x Bluff ¹	CHA	5	= 0	+ 5	+ 0
x Climb ¹	STR*	2	= 0	+ 2	+ 0
x Concentration ¹	CON	2	= 2	+ 0	+ 0
x Craft skills... ¹	INT	3	= 3	+ 0	+ 0
x Diplomacy ¹	CHA	2	= 0	+ 0	+ 2
x Disable Device	INT	7	= 5	+ 2	+ 0
x Disguise ¹	CHA	0	= 0	+ 0	+ 0
x Escape Artist ¹	DEX*	10	= 5	+ 5	+ 0
x Forgery ¹	INT	3	= 3	+ 0	+ 0
x Gather Information ¹	CHA	0	= 0	+ 0	+ 0
x Heal ¹	WIS	3	= 3	+ 0	+ 0
x Hide ¹	DEX*	12	= 5	+ 3	+ 4
x Intimidate ¹	CHA	2	= 0	+ 0	+ 2
x Jump ¹	STR*	2	= 0	+ 2	+ 0
x Listen ¹	WIS	5	= 3	+ 2	+ 0
x Move Silently ¹	DEX*	12	= 5	+ 3	+ 4
x Open Lock	DEX	7	= 5	+ 2	+ 0
x Perform skills ... ¹	CHA	0	= 0	+ 0	+ 0
x Ride ¹	DEX	9	= 5	+ 0	+ 4
x Search ¹	INT	9	= 5	+ 4	+ 0
x Sense Motive ¹	WIS	5	= 3	+ 2	+ 0
x Sleight of Hand	DEX*	9	= 5	+ 2	+ 2
x Spot ¹	WIS	5	= 3	+ 2	+ 0
x Survival ¹	WIS	3	= 3	+ 0	+ 0
x Swim ¹	STR**	2	= 0	+ 2	+ 0
x Tumble	DEX*	7	= 5	+ 2	+ 0
x Use Rope ¹	DEX	5	= 5	+ 0	+ 0

¹ This skill can be used even if the character has zero skill ranks.
 * This skill is a class skills for at least one of your classes.
 ** Armor check penalty, if any, applies. ** Double the armor check penalty.

