

CHARACTER			PLAYER				
Troblin	Medium	Male	5'0"	165	black	pale red	blotchy green
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
21	Chaotic Neutral	Urxehl	Hold of Belkzen				
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION				



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Giant, Goblin

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	22	6	16	6		
<b>DEX</b>	20	5	18	2		
<b>CON</b>	22	6	16	4	2	
<b>INT</b>	12	1	14	-2		
<b>WIS</b>	8	-1	8			
<b>CHA</b>	4	-3	8	-4		

HITPOINTS			CLASS RECORDER											
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS				
<b>48</b>	36	3	Troblin	2	12		1	3	1	3				
	12	1	Rogue	0	7		0	2	0	1				
TOTAL HP			48	FAVORED CLASS	Troblin		TOTALS	2	19	0	1	5	1	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	19	-10+	0	0	5		1	3		
<b>TOUCH</b>	16	-10+			5		1			
<b>FLAT-FOOT</b>	13	-10+	0	0	0		3			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	7	1	6			
<b>REF</b>	10	5	5			
<b>WILL</b>	0	1	-1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	8	2		6		
<b>RANGED</b>	7	2		5		
<b>CMB</b>	8	2	STR	6		
<b>CMD</b>	24	-10+	B2B	DODGE & DEFLECT	STR & INT	



SKILLS					RANKS TOTAL	19
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input type="checkbox"/> ACROBATICS	DEX	5	5			
<input checked="" type="checkbox"/> APPRAISE	INT	5	1	1	3	
<input checked="" type="checkbox"/> BLUFF	CHA	-3		-3		
<input checked="" type="checkbox"/> CLIMB	STR	10	1	6	3	
<input checked="" type="checkbox"/> CRAFT	INT	5	1	1	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	-3		-3		
<input checked="" type="checkbox"/> DISABLE DEVICE	DEX	12	3	5	3	1
<input checked="" type="checkbox"/> DISGUISE	CHA	-3		-3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	10	2	5	3	
<input type="checkbox"/> FLY	DEX	5		5		
<input type="checkbox"/> HANDLE ANIMAL	CHA			-3		
<input type="checkbox"/> HEAL	WIS	-1		-1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	1	1	-3	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: local	INT	5	1	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input checked="" type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	3	-1	3	1
<input checked="" type="checkbox"/> PERFORM	CHA	-3		-3		
<input checked="" type="checkbox"/> PROF:	WIS			-1		
<input type="checkbox"/> RIDE	DEX	5		5		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX			5		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	11	3	5	3	
<input type="checkbox"/> SURVIVAL	WIS	-1		-1		
<input checked="" type="checkbox"/> SWIM	STR	10	1	6	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			-3		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Troblin (ToHC-609) (Humanoid) HD:d8	Troblin Feats (2) & skills 2 + Int Mod
Darkvision 60'; Natural Armor +2	Improved Natural Attack (claws)
Regeneration 2 (acid or fire),	Dodge +1 AC
Mutations:	Improved Initiative +4
Dual forearm (Right arm) - can wield 2-handed weapon	
Redundant vital organs; +2 Constitution.	
Massive scarring; natural AC+1.	
Class: Rogue HD: d8; skills 6 + Int Mod	
Sneak attack +1d6	
Trapfinding: +1v/2 Perception & Disable Device	

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
<b>INIT</b>	9	=	5	DEX MOD	+ 4
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claw (2)	+8	1d8+6	20,x2		S		
bite	+8	1d6+6	20,x2		P		