

Lothar

Male Dwarf Ranger 2, Rogue 3 - CL5 - CR 5

Lawful Neutral; Age: 51; Height: 4' 2"; Weight: 165lb.



3.5
d20 OGL

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+4	+1				
REFLEX (DEXTERITY)	+10 =	+6	+4				
WILL (WISDOM)	+2 =	+1	+1				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16 =	+2		+4					

Touch AC	14	Flat-Footed AC	12
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Total	Damage / Current HP
HP	35

Base Attack	+4	Initiative	+4
Grapple	+5	Speed	20 ft

Cleaver, +2 Axe, Throwing

Mainhand: +7, 1d6+3

Crit: 20/x2

Ranged: +10, 1d6+3

Rng: 10'
Light, S

Longsword

Mainhand: +5, 1d8+1

Crit: 19-20/x2

Both Hands: +5, 1d8+1

1-Hand, S

Shortbow

Ranged, Both Hands: +8, 1d6

Crit: 20/x3

Rng: 60'
2-Hand, P

Unarmed Strike

Mainhand: +5, 1d3+1

Crit: 20/x2

Light, B

Masterwork Leather

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Misc
Appraise	+1	INT (1)		
Balance	+6	DEX (4)		
Bluff	-2	CHA (-2)		
Climb	+5	STR (1)	4	
Concentration	+1	CON (1)		
Decipher Script	+5	INT (1)	4	
Diplomacy	-2	CHA (-2)		
Disable Device	+6	INT (1)	5	
Disguise	-2	CHA (-2)		
Escape Artist	+4	DEX (4)		
Forgery	+1	INT (1)		
Gather Information	-2	CHA (-2)		
Heal	+1	WIS (1)		
Hide	+10	DEX (4)	6	
Intimidate	-2	CHA (-2)		
Jump	+1	STR (1)	4	
Knowledge: Nature	+8	INT (1)	5	
Listen	+8	WIS (1)	7	
Move Silently	+10	DEX (4)	6	
Ride	+4	DEX (4)		
Search	+8	INT (1)	7	
Sense Motive	+1	WIS (1)		
Spot	+7	WIS (1)	6	
Survival	+6	WIS (1)	5	
Swim	+4	STR (1)	3	
Tumble	+9	DEX (4)	5	
Use Rope	+8	DEX (4)	4	

Feats, Traits & Flaws

Armor Proficiency (Light)

Martial Weapon Proficiency - All

Point Blank Shot

Gear

Total Weight Carried: 43/130lbs, Light Load
(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

Arrows x20	0.15lbs
Backpack (empty)	2lbs
Bedroll	5lbs
Cleaver	2lbs
Explorer's Outfit (Free)	-
Longsword	4lbs
Masterwork Leather	15lbs
Rations, trail (per day) x5	1lb
Shortbow	2lbs
Thieves' tools	1lb
Tinderbox	-
Waterskin	4lbs

Experience & Wealth

Experience Points: **10,000/15,000**
Current Cash: **You have no money!**

Feats, Traits & Flaws

Precise Shot
Rapid Shot
Rogue Weapon Proficiencies
Shield Proficiency
Simple Weapon Proficiency - All
Track

Special Abilities

+1 to attack rolls vs Orcs and Goblinoids
+2 to Appraise and Craft on Stone/Metal items
+2 to saves vs poison, spells & spell-like effects
+4 dodge bonus to AC vs Giants
Darkvision (60 feet)
Evasion (Ex)
Favored Enemy: Monstrous Humanoid +2
Sneak Attack +2d6
Stability
Stonecunning
Sturdy
Subtype - Dwarf
Trap Sense +1 (Ex)
Trapfinding
Type - Humanoid
Weapon Familiarity - Dwarven Waraxe & Urgrosh
Wild Empathy +0 (Ex)

Charges

Arrows	0/20
Cleaver	0/1

Languages

Common Giant
Dwarven

Spells & Powers

Ranger Spell DC: 11 + spell level
Maximum Ranger spells per day: