Lothar

Male Dwarf Ranger 2, Rogue 2 - CL4 - CR 4 Lawful Neutral; Age: 51; Height: 4' 2"; Weight: 165lb.

Lawrui Neutrai	; Age: 51 ; Heig	nt: 4' 2"; weig	gnt: 1651b.				
Ability	Score	Modifier	Temporary				
STR STRENGTH	12	+1					
DEX DEXTERITY	18	+4					
CON	12	+1					
INT INTELLIGENCE	12	+1					
WIS WISDOM	13	+1					
CHA CHARISMA	6	-2					
Saving Throw	Total Base	Ability Resist Mi	sc Temp Notes				
FORTITUDE (CONSTITUTION)	+4 = +3	+1					
REFLEX (DEXTERITY)	+10 = +6	+4					
WILL (WISDOM)	+1 =	+1					
Total	Armor Shield De		eflec Dodge Misc				
AC 14 :	= +						
Touch AC 14 Flat-Footed AC 10							
Total	Dam	nage / Current HP					
HP 28 _							
Base Attack	+3	Initiative	+4				
Grapple	+4	Speed	20 ft				
	Longo	word					
Longsword							
Mainhand: +4, 1d8+1 Crit: 19-20/x2 Both Hands: +4, 1d8+1 1-Hand, S							
Unarmed Strike							
Mainhand: +4 , 1d3+1 Crit: 20/x2 Light, B							







Skill Name					
## DEX (4) Bluff	Skill Name	Total	Ability	Ranks	Misc
Bluff		+1	INT (1)		
Climb	[♥] Balance	+4	DEX (4)		
Concentration +1 CON (1) Decipher Script +5 INT (1) 4 Diplomacy -2 CHA (-2) Disable Device +5 INT (1) 4 Disguise -2 CHA (-2) UEscape Artist +4 DEX (4) Forgery +1 INT (1) Gather Information -2 CHA (-2) Heal +1 WIS (1) UHide +10 DEX (4) 6 Intimidate -2 CHA (-2) UJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 UMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Survival +4 WIS (1) 3 UTumble +5 DEX (4)		-2	CHA (-2)		
Decipher Script Diplomacy Disable Device Disable De	^U Climb	+5	STR (1)	4	
Diplomacy -2 CHA (-2) Disable Device +5 INT (1) 4 Disguise -2 CHA (-2) UEscape Artist +4 DEX (4) Forgery +1 INT (1) Gather Information -2 CHA (-2) Heal +1 WIS (1) UHide +10 DEX (4) 6 Intimidate -2 CHA (-2) UJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 UMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1	Concentration	+1	CON (1)		
Disable Device +5 INT (1) 4 Disguise -2 CHA (-2) UEscape Artist +4 DEX (4) Forgery +1 INT (1) Gather Information -2 CHA (-2) Heal +1 WIS (1) UHide +10 DEX (4) 6 Intimidate -2 CHA (-2) UJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 UMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 UTumble +5 DEX (4) 1	Decipher Script	+5	INT (1)	4	
Disguise -2 CHA (-2) VEscape Artist +4 DEX (4) Forgery +1 INT (1) Gather Information -2 CHA (-2) Heal +1 WIS (1) VHide +10 DEX (4) 6 Intimidate -2 CHA (-2) VJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 Move Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Survival +4 WIS (1) 3 VSwim +5 STR (1) 4 Tumble +5 DEX (4) 1	Diplomacy	-2	CHA (-2)		
## DEX (4) Forgery	Disable Device	+5	INT (1)	4	
Forgery +1 INT (1) Gather Information -2 CHA (-2) Heal +1 WIS (1) UHide +10 DEX (4) 6 Intimidate -2 CHA (-2) UJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 UMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1		-2	CHA (-2)		
Gather Information -2 CHA (-2) Heal +1 WIS (1) UHide +10 DEX (4) 6 Intimidate -2 CHA (-2) UJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 UMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1	UEscape Artist	+4	DEX (4)		
Heal +1 WIS (1) Phide +10 DEX (4) 6 Intimidate -2 CHA (-2) U Jump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 Phove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 U Swim +5 STR (1) 4 Tumble +5 DEX (4) 1	Forgery	+1	INT (1)		
## ## ## ## ## ## ## ## ## ## ## ## ##	Gather Information	-2	CHA (-2)		
Intimidate -2 CHA (-2) **Jump		+1	WIS (1)		
UJump -1 STR (1) 4 Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 UMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 UTumble +5 DEX (4) 1	^U Hide	+10	DEX (4)	6	
Knowledge: Nature +6 INT (1) 5 Listen +7 WIS (1) 6 Move Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1		-2	CHA (-2)		
Listen +7 WIS (1) 6 Whove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 WSwim +5 STR (1) 4 Tumble +5 DEX (4) 1	^U Jump	-1	STR (1)	4	
VMove Silently +10 DEX (4) 6 Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1	Knowledge: Nature	+6	INT (1)	5	
Ride +6 DEX (4) 2 Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1	Listen	+7	WIS (1)	6	
Search +5 INT (1) 4 Sense Motive +1 WIS (1) 5 Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1	Move Silently	+10	DEX (4)	6	
Sense Motive +1 WIS (1) Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 US wim +5 STR (1) 4 Tumble +5 DEX (4) 1	Ride	+6	DEX (4)	2	
Spot +6 WIS (1) 5 Survival +4 WIS (1) 3 USwim +5 STR (1) 4 Tumble +5 DEX (4) 1	Search	+5	INT (1)	4	
Survival +4 WIS (1) 3 UUSwim +5 STR (1) 4 UTumble +5 DEX (4) 1	Sense Motive	+1	WIS (1)		
99 Swim +5 STR (1) 4 9 Tumble +5 DEX (4) 1	Spot	+6	WIS (1)	5	
Tumble +5 DEX (4) 1		+4	WIS (1)	3	
		+5	STR (1)	4	
Use Rope +8 DEX (4) 4	^U Tumble	+5	DEX (4)	1	
	Use Rope	+8	DEX (4)	4	

Feats, Traits & Flaws

Armor Proficiency (Light) Martial Weapon Proficiency - All Point Blank Shot

Gear

Total Weight Carried: 26/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

Backpack (empty)

Bedroll

Explorer's Outfit (Free)

Longsword

Rations, trail (per day) x10

Thieves' tools

Tinderbox

Waterskin

2lbs

5lbs

4lbs

4lbs

4lbs

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 +1d6

Stability Stonecunning

Sturdy

Subtype - Dwarf Trapfinding Type - Humanoid

Weapon Familiarity - Dwarven Waraxe & Urgrosh

Wild Empathy +0 (Ex)

Languages

Common Giant

Dwarven

Spells & Powers

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

Experience & Wealth

Experience Points: **6,000**/10,000 Current Cash: **You have no money!**