

## Onna

### Female Ogre Rogue 2 (Ogre +4) - CL6 - CR 4

Chaotic Evil Humanoid (Giant)

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	21	+5	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	17	+3	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7 =	+4	+3				
<b>REFLEX</b> (DEXTERITY)	+5 =	+4	+1				
<b>WILL</b> (WISDOM)	+4 =	+1	+1		+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18 =	+3		+1	-1	+5			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	17				

CM Bonus	BAB	Strength	Dexterity	Size
+10 =	+4	+5	+1	-

CM Defense	BAB	Strength	Dexterity	Size
21 = 10	+4	+5	+1	+1

<b>Base Attack</b>	+4	<b>HP</b>	52
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<b>Initiative</b>	+1	Damage / Current HP	
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<b>Speed</b>	40 ft
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#### Dagger

Mainhand: **+8, 1d6+5** Crit: 19-20/x2

Ranged: **+4, 1d6+5** Rng: 10'  
Light, P/S

#### Greatclub

Both Hands: **+8, 2d8+7** Crit: x2  
2-Hand, B

#### Javelin

Mainhand: **+4, 1d8+5** Crit: x2

Ranged: **+4, 1d8+5** Rng: 30'  
Light, P

#### Studded leather armor

+3

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Speed greater than 30' : +4 jump	<b>+8</b>	DEX (1)	5	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>-3</b>	CHA (-3)	-	
<b>Climb</b>	<b>+10</b>	STR (5)	3	
<b>Diplomacy</b>	<b>-3</b>	CHA (-3)	-	
<b>Disguise</b>	<b>-3</b>	CHA (-3)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (1)	-	
<b>Fly</b>	<b>-2</b>	DEX (1)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (-3)	5	
<b>Linguistics</b>	<b>+4</b>	INT (0)	1	
<b>Perception</b> Trapfinding: +1 to locate traps	<b>+8</b>	WIS (1)	4	
<b>Ride</b>	<b>+0</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+5</b>	WIS (1)	1	
<b>Stealth</b>	<b>+4</b>	DEX (1)	5	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+4</b>	STR (5)	-	

### Feats, Traits & Flaws

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Iron Will  
Point Blank Shot  
Rogue Weapon Proficiencies  
Shield Proficiency  
Simple Weapon Proficiency - All  
Toughness +6

### Special Abilities

Bleeding Attack +1 (Ex)  
Darkvision (60 feet)  
Evasion (Ex)  
Low-Light Vision  
Sneak Attack +1d6  
Trapfinding +1

## Gear

**Total Weight Carried: 70/920lbs, Light Load**  
**(Light: 306lbs, Medium: 612lbs, Heavy: 920lbs)**

Artisan's outfit (Free)	-
Dagger	2 lbs
Greatclub	16 lbs
Javelin x3	4 lbs
Money	-
Studded leather armor	40 lbs

## Tracked Resources

Dagger	<input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Giant

## Experience & Wealth

Experience Points: **9000/35000**

Current Cash: **You have no money!**