

Initiative rolls

Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+4[/dice]
Peran [dice] 1d20+0[/dice]
Antas [dice] 1d20+[/dice]
Feroná [dice] 1d20+1[/dice]
Grond
Narciso

Soros [dice] 1d20+2[/dice]

Stealth rolls

Naia [dice] 1d20+2[/dice] (ACP -1 armor, -1 shield)
Rabalar [dice] 1d20+8[/dice] (-3 ACP / 0 ACP w/o pack)
Peran [dice] 1d20+0[/dice]
Antas [dice] 1d20+[/dice]
Feroná [dice] 1d20+1[/dice]
Grond
Narciso

Soros [dice] 1d20+2[/dice]

Perception rolls

Naia [dice] 1d20+6[/dice]
Rabalar [dice] 1d20+7[/dice] (+2 FE - Goblin)
Peran [dice] 1d20+3[/dice]
Antas [dice] 1d20+4[/dice]
Feroná [dice] 1d20+1[/dice]
Grond
Narciso

Soros [dice] 1d20+3[/dice]

Sense Motive rolls

Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+1[/dice] (+2 FE - Goblin)
Peran [dice] 1d20+7[/dice]

Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]
Grond
Narciso

Soros [dice] 1d20+3[/dice]

Diplomacy rolls

Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+0[/dice]
Peran [dice] 1d20+2[/dice]
Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+5[/dice]
Grond
Narciso

Soros [dice] 1d20+1[/dice]

Bluff rolls

D'ogryan [dice] 1d20+6[/dice]
Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+0[/dice] (+2 FE - Goblin)
Thout [dice] 1d20+0[/dice]
Peran [dice] 1d20+2[/dice]
Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]

Edan [dice] 1d20+3[/dice]
Soros [dice] 1d20+1[/dice]

Intimidate rolls

D'ogryan [dice] 1d20+2[/dice]
Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+0[/dice]
Thout [dice] 1d20+0[/dice]
Peran [dice] 1d20+2[/dice]

Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]

Edan [dice] 1d20+[dice]
Soros [dice] 1d20+[dice]

Swim rolls

D'ogryan [dice] 1d20+0[/dice]
Naia [dice] 1d20+7[/dice] (ACP -1 armor, -1 shield)
Rabalar [dice] 1d20+5[/dice] (-3 ACP / 0 ACP w/o pack)
Thout [dice] 1d20+7[/dice] (ACP -1 armor, -2 shield)
Peran [dice] 1d20+5[/dice]
Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]

Edan [dice] 1d20+[dice]
Soros [dice] 1d20+[dice]

Saving Throws:

FORTITUDE rolls

D'ogryan [dice] 1d20+1[/dice]
Naia [dice] 1d20+3[/dice]
Rabalar [dice] 1d20+2[/dice]
Thout [dice] 1d20+5[/dice] (+1 spells/sla/poison)
Peran [dice] 1d20+4[/dice]
Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+2[/dice]

Edan [dice] 1d20+3[/dice]
Soros [dice] 1d20+2[/dice]

REFLEX rolls

D'ogryan [dice] 1d20+6[/dice]
Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+6[/dice]
Thout [dice] 1d20+2[/dice] (+2 spells/sla/poison)
Peran [dice] 1d20+0[/dice]

Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]

Edan [dice] 1d20+1[/dice]
Soros [dice] 1d20+3[/dice]

WILLPOWER rolls

D'ogryan [dice] 1d20+1[/dice]
Naia [dice] 1d20+2[/dice]
Rabalar [dice] 1d20+1[/dice]
Thout [dice] 1d20+3[/dice] (+2 spells/sla/poison)
Peran [dice] 1d20+5[/dice]
Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+3[/dice]

Edan [dice] 1d20+5[/dice]
Soros [dice] 1d20+9[/dice]

Survival rolls

D'ogryan [dice] 1d20+5[/dice]
Naia [dice] 1d20+6[/dice] (profession sailor +4)
Rabalar [dice] 1d20+5[/dice] (+2 FE - Goblin)
Thout [dice] 1d20+2[/dice]
Peran [dice] 1d20+[dice]
Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]

Edan [dice] 1d20+3[/dice]
Soros [dice] 1d20+3[/dice]

Heal rolls

D'ogryan [dice] 1d20+1[/dice]
Naia [dice] 1d20+2[/dice] (profession sailor +4)
Rabalar [dice] 1d20+5[/dice]
Thout [dice] 1d20+3[/dice]
Peran [dice] 1d20+7[/dice]

Antas [dice] 1d20+[dice]
Feronia [dice] 1d20+1[/dice]

Edan [dice] 1d20+7[/dice]
Soros [dice] 1d20+[dice]

Spellcraft rolls

Peran [dice] 1d20+5[/dice]
Feronia [dice] 1d20+7[/dice]

Edan [dice] 1d20+[dice]
Soros [dice] 1d20+[dice]

Miscellaneous

D'ogryn

Escape Artist - D'ogryn [dice]1d20+4[/dice]
Disable Device - D'ogryn [dice]1d20+9[/dice] Trap Finding

Peran

Craft(Net Making) - Peran [dice] 1d20+5[/dice]
Know(Religion) - Peran [dice] 1d20+6[/dice]
Profession (Fisherman) - Peran [dice] 1d20+7[/dice]
Perform (Oratory) - Peran [dice] 1d20+2[/dice]

Rabalar

Climb - Rabalar [dice]1d20+5[/dice](-3 ACP / 0 ACP w/o pack)
Craft(Bowyer) - Rabalar [dice]1d20+7[/dice]
Know(Dungeoneering) - Rabalar [dice]1d20+7[/dice] (+2 FE - Goblin)
Know(Geography) - Rabalar [dice]1d20+7[/dice] (+2 FE - Goblin)
Know(Nature) - Rabalar [dice]1d20+7[/dice] (+2 FE - Goblin)
Know(Religion) - Rabalar [dice]1d20+4[/dice] (+2 FE - Goblin)

Thout

Appraise [dice=Appraise]1d20+3[/dice] (+2 for non-magical with precious metals or gemstones)
Craft (Alchemy) [dice=Alchemy]1d20+6[/dice]
Knowledge (Military) [dice=Kn (Military)]1d20+6[/dice]
Profession (Merchant) [dice=Pr (Merchant)]1d20+6[/dice]

Naia

Acrobatics [dice=Acrobatics]1d20 + 3[/dice] (ACP -1 armor, -1 shield)

Climb [dice=Climb]1d20+3[/dice] (ACP -1 armor, -1 shield)

Craft (Weapon) [dice=Craft (weapon)]1d20 + 4[/dice]

Knowledge (Local) [dice=Knowledge (Local)]1d20 + 4[/dice]

Profession (Sailor) [dice=Profession (Sailor)]1d20 + 4[/dice]