

character name Rogue 1  
 class and level \_\_\_\_\_

player Elf  
 race Elf alignment \_\_\_\_\_ deity \_\_\_\_\_



CHARACTER RECORD SHEET

size \_\_\_\_\_ age \_\_\_\_\_ gender \_\_\_\_\_ height \_\_\_\_\_ weight \_\_\_\_\_ eyes \_\_\_\_\_ hair \_\_\_\_\_ skin \_\_\_\_\_

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| <b>STR</b><br>strength     | 14            | +2               |                 |                    |
| <b>DEX</b><br>dexterity    | 16            | +3               |                 |                    |
| <b>CON</b><br>constitution | 10            | +0               |                 |                    |
| <b>INT</b><br>intelligence | 12            | +1               |                 |                    |
| <b>WIS</b><br>wisdom       | 12            | +1               |                 |                    |
| <b>CHA</b><br>charisma     | 12            | +1               |                 |                    |

**HP**  
hitpoints **6**

**AC**  
armorclass **15** = 10 + 2 + 3

**TOUCH**  
armorclass **13**

**FLAT-FOOTED**  
armorclass **12**

**INITIATIVE**  
modifier **3** = 3 + 0

**WOUNDS/CURRENT HP** \_\_\_\_\_

**NONLETHAL DAMAGE** \_\_\_\_\_

**SPEED** **30ft**

DAMAGE REDUCTION \_\_\_\_\_

| CLASS SKILL? | SKILL NAME | KEY ABILITY | MAX RANKS (CLASS/CROSS CLASS) |                  |              |
|--------------|------------|-------------|-------------------------------|------------------|--------------|
|              |            |             | SKILL MODIFIER                | ABILITY MODIFIER | RANKS        |
|              |            |             |                               |                  | <b>4 / 2</b> |

**SAVING THROWS**

|                                    | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|--------------------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) | 0     | 0         | 0                |                |               |                    |                       |
| <b>REFLEX</b><br>(dexterity)       | 5     | 2         | 3                |                |               |                    |                       |
| <b>WILL</b><br>(wisdom)            | 1     | 0         | 1                |                |               |                    |                       |

**BASE ATTACK BONUS** **+1**

**SPELL RESISTANCE** \_\_\_\_\_

**GRAPPLE**  
modifier **+3** = +1 + 2 + 0 + 0

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------|--------|----------|
| Rapier | +2           | 1d6+2  | 18-20/x2 |
| RANGE  | TYPE         | NOTES  |          |
|        | piercing     |        |          |

Ammunition \_\_\_\_\_

| ATTACK  | ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------|--------|----------|
| Longbow | +3           | 1d8    | x3       |
| RANGE   | TYPE         | NOTES  |          |
| 100ft.  | piercing     |        |          |

Ammunition \_\_\_\_\_

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------|--------|----------|
|        |              |        |          |
| RANGE  | TYPE         | NOTES  |          |
|        |              |        |          |

Ammunition \_\_\_\_\_

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------|--------|----------|
|        |              |        |          |
| RANGE  | TYPE         | NOTES  |          |
|        |              |        |          |

Ammunition \_\_\_\_\_

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------------|--------|----------|
|        |              |        |          |
| RANGE  | TYPE         | NOTES  |          |
|        |              |        |          |

Ammunition \_\_\_\_\_

- Appraise ■ int 1 = 1 + 0
- Balance ■ dex\* 7 = 3 + 4 + 0
- Bluff ■ cha 3 = 1 + 2 + 0
- Climb ■ str\* 2 = 2 + 0
- Concentration ■ con - = 0 + 0
- Craft ( ) ■ int 1 = 1 + 0
- Craft ( ) ■ int 1 = 1 + 0
- Craft ( ) ■ int 1 = 1 + 0
- Decipher Script ■ int - = 1 + 0
- Diplomacy ■ cha 1 = 1 + 0
- Disable Device ■ int 3 = 1 + 2 + 0
- Disguise ■ cha 1 = 1 + 0
- Escape Artist ■ dex\* 3 = 3 + 0
- Forgery ■ int 1 = 1 + 0
- Gather Information ■ cha 1 = 1 + 0
- Handle Animal ■ cha - = 1 + 0
- Heal ■ wis 1 = 1 + 0
- Hide ■ dex\* 3 = 3 + 0
- Intimidate ■ cha 1 = 1 + 0
- Jump ■ str\* 6 = 2 + 4 + 0
- Knowledge ( ) ■ int - = 1 + 0
- Knowledge ( ) ■ int - = 1 + 0
- Knowledge ( ) ■ int - = 1 + 0
- Knowledge ( ) ■ int - = 1 + 0
- Listen ■ wis 9 = 1 + 4 + 4
- Move Silently ■ dex\* 7 = 3 + 4 + 0
- Open Lock ■ dex 7 = 3 + 4 + 0
- Perform ( ) ■ cha - = 1 + 0
- Perform ( ) ■ cha - = 1 + 0
- Perform ( ) ■ cha - = 1 + 0
- Profession ( ) ■ wis - = 1 + 0
- Profession ( ) ■ wis - = 1 + 0
- Ride ■ dex 3 = 3 + 0
- Search ■ int 7 = 1 + 4 + 2
- Sense Motive ■ wis 1 = 1 + 0
- Sleight of Hand ■ dex\* - = 3 + 0
- Spellcraft ■ int - = 1 + 0
- Spot ■ wis 9 = 1 + 4 + 4
- Survival ■ wis 1 = 1 + 0
- Swim ■ str\* 2 = 2 + 0
- Tumble ■ dex\* 7 = 3 + 4 + 0
- Use Magic Device ■ cha 1 = 1 + 0
- Use Rope ■ dex 3 = 3 + 0
- \_\_\_\_\_ ■ \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_
- \_\_\_\_\_ ■ \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_
- \_\_\_\_\_ ■ \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_
- \_\_\_\_\_ ■ \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_
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