

character name Rogue 1  
 player Halfling  
 class and level \_\_\_\_\_ 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> strength	10	+0		
<b>DEX</b> dexterity	16	+3		
<b>CON</b> constitution	10	+0		
<b>INT</b> intelligence	14	+2		
<b>WIS</b> wisdom	12	+1		
<b>CHA</b> charisma	14	+2		

HP hitpoints	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
6	6			20ft
<b>AC</b> armorclass	16	$10 + 2 + \square + 3 + 1 + \square + \square + \square$ <small>TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER</small>		DAMAGE REDUCTION

<b>TOUCH</b> armorclass	<b>FLAT-FOOTED</b> armorclass	<b>CLASS SKILL?</b>	<b>SKILLS</b>	
14	13		MAX RANKS (CLASS/CROSS CLASS)	4 / 2
<b>INITIATIVE</b> modifier	7	3		
		4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	1	0	0		1		
<b>REFLEX</b> (dexterity)	6	2	3		1		
<b>WILL</b> (wisdom)	2	0	1		1		

<b>BASE ATTACK BONUS</b>	+1	<b>SPELL RESISTANCE</b>	
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<b>GRAPPLE</b> modifier	+2	+1	0	1	
	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+1	1d4	18-20/x2
RANGE	TYPE	NOTES	
	piercing		

Ammunition \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sling	+4	1d3	20/x2
RANGE	TYPE	NOTES	
50ft.	bludgeoning		

Ammunition \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	1	1d3	19-20/x3
RANGE	TYPE	NOTES	
10ft.	piercing	Attack bonus is +4 if thrown	

Ammunition \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

Ammunition \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

Ammunition \_\_\_\_\_

- Appraise ■ int  $2 = 2 + \square + \square$
- Balance ■ dex\*  $5 = 3 + 2 + 0$
- Bluff ■ cha  $6 = 2 + 4 + \square$
- Climb ■ str\*  $6 = 0 + 4 + 2$
- Concentration ■ con  $- = 0 + \square + \square$
- Craft ( ) ■ int  $2 = 2 + \square + \square$
- Craft ( ) ■ int  $2 = 2 + \square + \square$
- Craft ( ) ■ int  $2 = 2 + \square + \square$
- Decipher Script ■ int  $- = 2 + \square + \square$
- Diplomacy ■ cha  $2 = 2 + \square + \square$
- Disable Device ■ int  $6 = 2 + 4 + \square$
- Disguise ■ cha  $2 = 2 + \square + \square$
- Escape Artist ■ dex\*  $3 = 3 + \square + 0$
- Forgery ■ int  $2 = 2 + \square + \square$
- Gather Information ■ cha  $2 = 2 + \square + \square$
- Handle Animal ■ cha  $- = 2 + \square + \square$
- Heal ■ wis  $1 = 1 + \square + \square$
- Hide ■ dex\*  $7 = 3 + \square + 4$
- Intimidate ■ cha  $2 = 2 + \square + \square$
- Jump ■ str\*  $4 = 0 + 2 + 2$
- Knowledge ( ) ■ int  $- = 2 + \square + \square$
- Knowledge ( ) ■ int  $- = 2 + \square + \square$
- Knowledge ( ) ■ int  $- = 2 + \square + \square$
- Knowledge ( ) ■ int  $- = 2 + \square + \square$
- Listen ■ wis  $7 = 1 + 4 + 2$
- Move Silently ■ dex\*  $9 = 3 + 4 + 2$
- Open Lock ■ dex  $5 = 3 + 2 + \square$
- Perform ( ) ■ cha  $- = 2 + \square + \square$
- Perform ( ) ■ cha  $- = 2 + \square + \square$
- Profession ( ) ■ wis  $- = 1 + \square + \square$
- Profession ( ) ■ wis  $- = 1 + \square + \square$
- Ride ■ dex  $3 = 3 + \square + \square$
- Search ■ int  $6 = 2 + 4 + \square$
- Sense Motive ■ wis  $1 = 1 + \square + \square$
- Sleight of Hand ■ dex\*  $5 = 3 + 2 + 0$
- Spellcraft ■ int  $- = 2 + \square + \square$
- Spot ■ wis  $5 = 1 + 4 + \square$
- Survival ■ wis  $1 = 1 + \square + \square$
- Swim ■ str\*  $0 = 0 + \square + 0$
- Tumble ■ dex\*  $7 = 3 + 4 + 0$
- Use Magic Device ■ cha  $2 = 2 + \square + \square$
- Use Rope ■ dex  $3 = 3 + \square + \square$
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