**character name:** Rogue 1
**class and level**
Medium
**size** **age** **gender** **height**

**player** Human **faction**
**race** Chaotic neutral **alignment** **deity**
**weight** **eyes** **hair** **skin**

## Ability Scores

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | POINT BUY COST |
|---|---|---|---|---|---|
| STR strength | 14 | +2 | | | |
| DEX dexterity | 14 | +2 | | | |
| CON constitution | 14 | +2 | | | |
| INT intelligence | 14 | +2 | | | |
| WIS wisdom | 8 | -1 | | | |
| CHA charisma | 9 | -1 | | | |

**HP hit points** TOTAL **8** — WOUNDS/CURRENT HP — NONLETHAL DAMAGE

**ARMOR CHECK PENALTY:** 0 **SPEED:** 30 ft

**AC armor class** TOTAL **14** = 10 + **+2** ARMOR BONUS + **+0** SHIELD BONUS + **+2** DEX MODIFIER + ___ SIZE MODIFIER + ___ NATURAL ARMOR + ___ DEFLECTION MODIFIER + ___ MISC MODIFIER  ___ DAMAGE REDUCTION

**TOUCH armor class** 12  **FLAT-FOOTED armor class** 12

**INITIATIVE modifier** TOTAL **+2** = **+2** DEX MODIFIER + ___ MISC MODIFIER

## Saving Throws

| SAVING THROWS | TOTAL | | BASE SAVE | | ABILITY MODIFIER | | MAGIC MODIFIER | | MISC. MODIFIER | | TEMPORARY MODIFIER | conditional modifiers |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| FORTITUDE (constitution) | +2 | = | +0 | + | +2 | + | | + | | + | | |
| REFLEX (dexterity) | +4 | = | +2 | + | +2 | + | | + | | + | | |
| WILL (wisdom) | -1 | = | +0 | + | -1 | + | | + | | + | | |

**BASE ATTACK BONUS** +0
**SPELL RESISTANCE** ___
**AP action points** CURRENT 4

**GRAPPLE modifier** TOTAL **+2** = **+0** BASE ATTACK BONUS + **+2** STRENGTH MODIFIER + ___ SIZE MODIFIER + ___ MISC MODIFIER

## Attacks

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Rapier | +2 | 1d6+2 | 18-20/x2 |

| RANGE | TYPE | NOTES |
|---|---|---|
| - | P | |

AMMUNITION ___

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Shortbow | +2 | 1d6 | x3 |

| RANGE | TYPE | NOTES |
|---|---|---|
| 60 ft. | P | +1 on attacks and damage withing 30 ft. |

AMMUNITION 20 arrows

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Punch | +2 | 1d3+2 | x2 |

| RANGE | TYPE | NOTES |
|---|---|---|
| - | B | |

AMMUNITION ___

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |

| RANGE | TYPE | NOTES |
|---|---|---|
| | | |

AMMUNITION ___

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |

| RANGE | TYPE | NOTES |
|---|---|---|
| | | |

AMMUNITION ___

## Skills

**MAX RANKS (CLASS/CROSS-CLASS) 4 / 2**

| CLASS SKILL? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | | ABILITY MODIFIER | | RANKS | | MISC MODIFIER |
|---|---|---|---|---|---|---|---|---|---|
| ☒ | Appraise ■ | int | +2 | = | +2 | + | | + | |
| ☒ | Balance ■ | dex* | +2 | = | +2 | + | | + | |
| ☒ | Bluff ■ | cha | +3 | = | -1 | + | 4 | + | |
| ☒ | Climb ■ | str* | +2 | = | +2 | + | | + | |
| ☐ | Concentration ■ | con | +2 | = | +2 | + | | + | |
| ☒ | Craft ■ ( ) | int | +2 | = | +2 | + | | + | |
| ☒ | Craft ■ ( ) | int | +2 | = | +2 | + | | + | |
| ☒ | Craft ■ ( ) | int | +2 | = | +2 | + | | + | |
| ☒ | Decipher Script | int | | = | | + | | + | |
| ☒ | Diplomacy ■ | cha | -1 | = | -1 | + | | + | |
| ☒ | Disable Device | int | +2 | = | +2 | + | 4 | + | |
| ☒ | Disguise ■ | cha | -1 | = | -1 | + | | + | |
| ☒ | Escape Artist ■ | dex* | +2 | = | +2 | + | | + | |
| ☒ | Forgery ■ | int | +2 | = | +2 | + | | + | |
| ☒ | Gather Information ■ | cha | +3 | = | -1 | + | 4 | + | |
| ☐ | Handle Animal ■ | cha | | = | | + | | + | |
| ☐ | Heal ■ | wis | -1 | = | -1 | + | | + | |
| ☒ | Hide ■ | dex* | +6 | = | +2 | + | 4 | + | |
| ☒ | Intimidate ■ | cha | -1 | = | -1 | + | | + | |
| ☒ | Jump ■ | str* | +2 | = | +2 | + | | + | |
| ☒ | Knowledge (local-Stormreach) | int | +6 | = | +2 | + | 4 | + | |
| ☐ | Knowledge ( ) | int | | = | | + | | + | |
| ☐ | Knowledge ( ) | int | | = | | + | | + | |
| ☐ | Knowledge ( ) | int | | = | | + | | + | |
| ☐ | Knowledge ( ) | int | | = | | + | | + | |
| ☒ | Listen ■ | wis | +3 | = | -1 | + | 4 | + | |
| ☒ | Move Silently ■ | dex* | +6 | = | +2 | + | 4 | + | |
| ☒ | Open Lock | dex | +6 | = | +2 | + | 4 | + | |
| ☒ | Perform ( ) | cha | | = | | + | | + | |
| ☒ | Perform ( ) | cha | | = | | + | | + | |
| ☒ | Perform ( ) | cha | | = | | + | | + | |
| ☒ | Profession ( ) | wis | | = | | + | | + | |
| ☒ | Profession ( ) | wis | | = | | + | | + | |
| ☐ | Ride ■ | dex | +2 | = | +2 | + | | + | |
| ☒ | Search ■ | int | +6 | = | +2 | + | 4 | + | |
| ☒ | Sense Motive ■ | wis | -1 | = | -1 | + | | + | |
| ☒ | Sleight of Hand | dex* | | = | | + | | + | |
| ☐ | Spellcraft | int | | = | | + | | + | |
| ☒ | Spot ■ | wis | +3 | = | -1 | + | 4 | + | |
| ☐ | Survival ■ | wis | -1 | = | -1 | + | | + | |
| ☒ | Swim ■ | str* | +2 | = | +2 | + | | + | |
| ☒ | Tumble ■ | dex* | +6 | = | +2 | + | 4 | + | |
| ☒ | Use Magic Device | cha | | = | | + | | + | |
| ☒ | Use Rope ■ | dex | +2 | = | +2 | + | | + | |
| ☐ | _____ | ___ | | = | | + | | + | |
| ☐ | _____ | ___ | | = | | + | | + | |
| ☐ | _____ | ___ | | = | | + | | + | |

■ After the skill denotes a skill that can be used untrained.

☐ Fill in this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

experience points

## GEAR

### ARMOR/PROTECTIVE ITEM

| ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX |
|---|---|---|---|
| Leather | Light | +2 | +6 |

| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|---|
| 0 | 10% | 30 | 15 | |

### SHIELD/PROTECTIVE ITEM

| SHIELD/PROTECTIVE ITEM | AC BONUS | WEIGHT | CHECK PENALTY |
|---|---|---|---|
| | | | |

| SPELL FAILURE | SPECIAL PROPERTIES |
|---|---|
| | |

### PROTECTIVE ITEM

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|
| | | | |

### PROTECTIVE ITEM

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|
| | | | |

## BASIC POSSESSIONS

| ITEM | PG. | WT. | ITEM | PG. | WT. |
|---|---|---|---|---|---|
| Backpack | | 2 lbs | Traveler's outfit | | 5 |
| Rope, hemp (50 ft.) | | 10 lbs | | | |
| Waterskin | | 4 lbs | | | |
| Thieve's tools | | 1 lbs | | | |
| Rapier | | 2 lbs | | | |
| Shortbow | | 2 lbs | | | |
| 20 arrows | | 3 lbs | | | |
| Leather armor | | 15 lbs | | | |
| *Potion of Cure Light Wounds* | | - | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

| *bonus equipment | BASIC POSSESSIONS GP VALUE | 200 |
|---|---|---|

| BASIC WT. | 44 | + MAGIC WT. | . | = TOTAL WEIGHT CARRIED | 44 |
|---|---|---|---|---|---|

| 58 | 59-116 | 117-175 | 175 | 350 | 875 |
|---|---|---|---|---|---|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2 x MAX LOAD | PUSH OR DRAG 5 x MAX LOAD |

## MONEY

cp —

sp — 0

gp — 0

pp —

## FEATS

Improved Unarmed Strike    PG.

Point Blank Shot

(b) = bonus feat

## SPECIAL ABILITIES

PG.

Sneak attack +1d6

Trapfinding

Healing package

## MINIATURE UNLOCK

Bonus for using listed D&D Miniature

**Sticky Fingers**
**Miniature:** Tavern Brawler (WAR OF THE DRAGON QUEEN 17/60) You have extra equipment: you gain a vial of alchemist's fire, and replace your thieves tools with masterwork thieves tools.

## LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

Goblin

Undercommon

## TYPICAL SPELLS

Domains: :

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

| SPELL SAVE | |
|---|---|
| | DC MOD |

| ARCANE SPELL FAILURE | 10 | % |
|---|---|---|

conditional modifiers

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|---|---|---|---|---|
| | | 0 | | 0 |
| | | 1ST | | |
| | | 2ND | | |
| | | 3RD | | |
| | | 4TH | | |
| | | 5TH | | |
| | | 6TH | | |
| | | 7TH | | |
| | | 8TH | | |
| | | 9TH | | |