

CHARACTER NAME: **Rogue**
 CLASS: **4**
 LEVEL: **Medium**
 RACE: **Changeling**
 TYPE: **Humanoid (Shapechanger)**

PLAYER: **Xen'drik**
 REGION: **Neutral**
 GENDER: **Male**
 ALIGNMENT: **Neutral**
 DEITY:
 AGE: **0**
 HEIGHT:
 WEIGHT:
 EYES:
 HAIR:



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	12	+1		
WIS WISDOM	10	+0		
CHA CHARISMA	12	+1		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS: 18			30 ft/x4
AC ARMOR CLASS: 17	10 + +4 + +0 + +3 + +0 + +0 + +0 + +0		
TOUCH ARMOR CLASS: 13	FLAT-FOOTED ARMOR CLASS: 17		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+1	+1	+0	+0	+0		
REFLEX (DEXTERITY)	+7	+4	+3	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
+3	+4 = +3 + +1 + +0 + +0	+4 = +3 + +1 + +0 + +0 + 	+6 = +3 + +3 + +0 + +0 +

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Rapier	+7	1d6+2	18-20/x2
Masterwork composite shortbow	+7	1d6	20/x3
Sap	+6	1d6+1	20/x2
Dagger	+6	1d4+1	19-20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
2 lb P Medium One-handed			
70 ft 2 lb P Medium Two-handed			
2 lb B Medium One-handed			
10 ft 1 lb P/S Medium One-handed			
WEAPON			
WEAPON			

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC. MODIFIER
<input type="checkbox"/> Appraise ¹	INT	+1	= 1	+	
<input type="checkbox"/> Balance ¹	DEX*	+5	= 3	+	2
<input type="checkbox"/> Bluff ¹	CHA	+10	= 1	+	7 + 2
<input type="checkbox"/> Climb ¹	STR*	+1	= 1	+	
<input checked="" type="checkbox"/> Concentration ¹	CON	+0	=	+	
<input type="checkbox"/> Craft skills... ¹	INT	+1	= 1	+	
<input type="checkbox"/> Diplomacy ¹	CHA	+9	= 1	+	6 + 2
<input type="checkbox"/> Disable Device	INT	+7	= 1	+	6 +
<input type="checkbox"/> Disguise ¹	CHA	+7	= 1	+	6 +
<input type="checkbox"/> Escape Artist ¹	DEX*	+4	= 3	+	1 +
<input type="checkbox"/> Forgery ¹	INT	+1	= 1	+	
<input type="checkbox"/> Gather Information ¹	CHA	+6	= 1	+	5 +
<input type="checkbox"/> Heal ¹	WIS	+0	=	+	
<input type="checkbox"/> Hide ¹	DEX*	+8	= 3	+	5 +
<input type="checkbox"/> Intimidate ¹	CHA	+5	= 1	+	4
<input type="checkbox"/> Jump ¹	STR*	+3	= 1	+	2
<input type="checkbox"/> Knowledge (local)	INT	+5	= 1	+	4 +
<input type="checkbox"/> Listen ¹	WIS	+0	=	+	
<input type="checkbox"/> Move Silently ¹	DEX*	+7	= 3	+	4 +
<input type="checkbox"/> Open Lock	DEX	+8	= 3	+	5 +
<input type="checkbox"/> Perform skills... ¹	CHA	+1	= 1	+	
<input checked="" type="checkbox"/> Ride ¹	DEX	+3	= 3	+	
<input type="checkbox"/> Search ¹	INT	+3	= 1	+	2 +
<input type="checkbox"/> Sense Motive ¹	WIS	+5	=	+	3 + 2
<input type="checkbox"/> Speak Language	INT		=	+	3 +
<input type="checkbox"/> Spot ¹	WIS	+0	=	+	
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	=	+	
<input type="checkbox"/> Swim ¹	STR**	+1	= 1	+	
<input type="checkbox"/> Tumble	DEX*	+9	= 3	+	6 +
<input type="checkbox"/> Use Rope ¹	DEX	+3	= 3	+	

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

