character name: _Rogue 1_
player: _____ **faction:** _____
class and level: _Rogue 1_
race: _Changeling_ **alignment:** _____ **deity:** _____
size: _Medium_ **age:** ___ **gender:** ___ **height:** ___ **weight:** ___ **eyes:** ___ **hair:** ___ **skin:** ___

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST
STR strength	11	+0			
DEX dexterity	16	+3			
CON constitution	10	+0			
INT intelligence	12	+1			
WIS wisdom	10	+0			
CHA charisma	12	+1			

HP hit points — TOTAL: 6
AC armor class — TOTAL: 15 = 10 + ARMOR BONUS +2 + SHIELD BONUS +0 + DEX MODIFIER +3 + SIZE MODIFIER ___ + NATURAL ARMOR ___ + DEFLECTION MODIFIER ___ + MISC MODIFIER ___

WOUNDS/CURRENT HP: _____
NONLETHAL DAMAGE: _____
ARMOR CHECK PENALTY: +0
SPEED: 30 ft
DAMAGE REDUCTION: _____

TOUCH armor class: 13
FLAT-FOOTED armor class: 12

INITIATIVE modifier: TOTAL +3 = DEX MODIFIER +3 + MISC MODIFIER ___

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (constitution)	+0 =	+0 +	+0 +	___ +	___ +	
REFLEX (dexterity)	+5 =	+2 +	+3 +	___ +	___ +	
WILL (wisdom)	+0 =	+0 +	+0 +	___ +	___ +	

conditional modifiers: +2 vs. sleep and charm

BASE ATTACK BONUS: +0
SPELL RESISTANCE: ___
AP action points — 3 CURRENT

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

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Shortbow	+3	1d6	x3

RANGE	TYPE	NOTES
60 ft.	P	

AMMUNITION: Arrows (20) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sap	+0	1d6	x2

RANGE	TYPE	NOTES
-	B	Nonlethal damage

AMMUNITION: _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+0	1d6	x2

RANGE	TYPE	NOTES
-	P	

AMMUNITION: _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+0	1d4	19-20/x2

RANGE	TYPE	NOTES
10 ft.	P/S	+3 attack bonus when thrown

AMMUNITION: _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK

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	+1	=	+1	+		+	
☒	Balance ■	dex*	+3	=	+3	+		+	
☒	Bluff ■	cha	+7	=	+1	+	4	+	+2
☒	Climb ■	str*	+0	=	+0	+		+	
☐	Concentration ■	con	+0	=	+0	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Craft ■ ( )	int	+1	=	+1	+		+	
☒	Decipher Script	int		=		+		+	
☒	Diplomacy ■	cha	+5	=	+1	+	4	+	
☒	Disable Device	int	+6	=	+1	+	3	+	+2
☒	Disguise ■	cha	+15	=	+1	+	4	+	+10
☒	Escape Artist ■	dex*	+4	=	+3	+	1	+	
☒	Forgery ■	int	+1	=	+1	+		+	
☒	Gather Information ■	cha	+1	=	+1	+		+	
☐	Handle Animal	cha		=		+		+	
☐	Heal ■	wis	+0	=	+0	+		+	
☒	Hide ■	dex*	+5	=	+3	+	2	+	
☒	Intimidate ■	cha	+3	=	+1	+		+	+2
☒	Jump ■	str*	+0	=	+0	+		+	
☒	Knowledge (local - Stormreach)	int	+4	=	+1	+	3	+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☐	Knowledge ( )	int		=		+		+	
☒	Listen ■	wis	+0	=	+0	+		+	
☒	Move Silently ■	dex*	+3	=	+3	+		+	
☒	Open Lock	dex		=		+		+	
☒	Perform ( )	cha		=		+		+	
☒	Perform ( )	cha		=		+		+	
☒	Perform ( )	cha		=		+		+	
☒	Profession ( )	wis		=		+		+	
☒	Profession ( )	wis		=		+		+	
☐	Ride ■	dex	+3	=	+3	+		+	
☒	Search ■	int	+5	=	+1	+	4	+	
☒	Sense Motive ■	wis	+6	=	+0	+	4	+	+2
☒	Sleight of Hand	dex*		=		+		+	
☐	Spellcraft	int		=		+		+	
☒	Spot ■	wis	+0	=	+0	+		+	
☐	Survival ■	wis	+0	=	+0	+		+	
☒	Swim ■	str*	+0	=	+0	+		+	
☒	Tumble ■	dex*	+7	=	+3	+	4	+	
☒	Use Magic Device	cha		=		+		+	
☒	Use Rope ■	dex	+3	=	+3	+		+	
☐	Speak Languages	Int		=		+	3	+	
☐	_____	___		=		+		+	
☐	_____	___		=		+		+	

■ 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 ft.	15 lbs	

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.
Masterwork Thieves Tools		2 lbs			
Disguise Kit		8 lbs			
Sunrod		1 lbs			
Shortbow		2 lbs			
Arrows		3 lbs			
Rapier		2 lbs			
Dagger		1 lbs			
Sap		2 lbs			

*bonus equipment

BASIC POSSESSIONS GP VALUE	240

BASIC WT.	37	+ MAGIC WT.	.	= TOTAL WEIGHT CARRIED	37

38	39-76	77-115	115	230	575
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 —

gp — 0

pp —

FEATS

	PG.
Investigate	(ECS 55)

(b) = bonus feat

SPECIAL ABILITIES

PG.

+2 racial bonsu on save for sleep and

Charm effects.

+2 bonus to Bluff, Intimidate, and

Sense Motive checks

Minor shape change (Su)

Trapfinding

Sneak Attack +1d6

MINIATURE UNLOCK

Bonus for using listed D&D Miniature

Silver Tongue
Miniature: Sharn Cut-throat
(ABERRATIONS 20/60)
Once per day you may use this ability to gain a +4 circumstance bonus to any Bluff or Diplomacy check.

LANGUAGES

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

Common

Elven

Draconic

Goblin

Giant

TYPICAL SPELLS

Domains: :

o: _____

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		