

# Bella Grovett

CHARACTER NAME: **Rogue/Thief-Acrobat**  
 CLASS: **5/2**  
 LEVEL: **Small**  
 RACE: **Halfing(Lightfoot)**  
 TYPE: **Humanoid (Halfing)**

PLAYER: **Female**  
 GENDER: **20**  
 AGE: **Chaotic Good**  
 ALIGNMENT: **3'1"**  
 HEIGHT: **32 lbs**  
 WEIGHT:

REGION: \_\_\_\_\_  
 DEITY: \_\_\_\_\_  
 EYES: \_\_\_\_\_  
 HAIR: \_\_\_\_\_



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	10	+0		
<b>DEX</b> DEXTERITY	19	+4		
<b>CON</b> CONSTITUTION	14	+2		
<b>INT</b> INTELLIGENCE	13	+1		
<b>WIS</b> WISDOM	8	-1		
<b>CHA</b> CHARISMA	12	+1		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>HP</b> HIT POINTS: <b>44</b>			<b>20 ft/x4</b>
<b>AC</b> ARMOR CLASS: <b>24</b>	$10 + \text{+6 (Armor Bonus)} + \text{+0 (Shield Bonus)} + \text{+4 (Dex Modifier)} + \text{+1 (Size Modifier)} + \text{+1 (Natural Armor)} + \text{+1 (Deflect Mod)} + \text{+1 (Misc Mod)}$		

TOTAL	FLAT-FOOTED	INITIATIVE
<b>TOUCH</b> ARMOR CLASS: <b>17</b>	<b>FLAT-FOOTED</b> ARMOR CLASS: <b>24</b>	<b>INITIATIVE</b> MODIFIER: <b>+4</b>

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	<b>+1</b>	<b>+2</b>	<b>+0</b>	<b>+1</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+12</b>	<b>+7</b>	<b>+4</b>	<b>+0</b>	<b>+1</b>		
<b>WILL</b> (WISDOM)	<b>+1</b>	<b>+1</b>	<b>-1</b>	<b>+0</b>	<b>+1</b>		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
<b>BASE ATTACK BONUS</b> : <b>+4</b>	<b>GRAPPLE</b> MODIFIER: <b>+0</b>	<b>MELEE</b> ATTACK BONUS: <b>+5</b>	<b>RANGED</b> ATTACK BONUS: <b>+9</b>

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
<b>MELEE</b> ATTACK BONUS: <b>+5</b>	<b>+4</b>	<b>+0</b>	<b>+1</b>	<b>+0</b>	
<b>RANGED</b> ATTACK BONUS: <b>+9</b>	<b>+4</b>	<b>+4</b>	<b>+1</b>	<b>+0</b>	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Dagger</b>	<b>+8</b>	<b>1d3+1</b>	<b>19-20/x2</b>
<b>Masterwork dagger</b>	<b>+8</b>	<b>1d3</b>	<b>19-20/x2</b>

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<b>+1 Dagger</b>	<b>+10</b>	<b>1d3+1</b>	<b>19-20/x2</b>
<b>+1 Dagger(Thrown)</b>	<b>+11</b>	<b>1d3+1</b>	<b>19-20/x2</b>

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

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PROFICIENCIES	SKILLS		MAX RANKS		10 / 5
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Appraise <sup>1</sup>	INT	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Balance <sup>1</sup>	DEX*	<b>+16</b>	= 4	+ 10 + 2
<input type="checkbox"/>	Bluff <sup>1</sup>	CHA	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Climb <sup>1</sup>	STR*	<b>+10</b>	= 10	+ 8 + 2
<input checked="" type="checkbox"/>	Concentration <sup>1</sup>	CON	<b>+2</b>	= 2	+ +
<input type="checkbox"/>	Craft skills... <sup>1</sup>	INT	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Diplomacy <sup>1</sup>	CHA	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Disable Device	INT	<b>+13</b>	= 1	+ 10 + 2
<input type="checkbox"/>	Disguise <sup>1</sup>	CHA	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Escape Artist <sup>1</sup>	DEX*	<b>+4</b>	= 4	+ +
<input type="checkbox"/>	Forgery <sup>1</sup>	INT	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Gather Information <sup>1</sup>	CHA	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Heal <sup>1</sup>	WIS	<b>-1</b>	= -1	+ +
<input type="checkbox"/>	Hide <sup>1</sup>	DEX*	<b>+23</b>	= 4	+ 10 + 9
<input type="checkbox"/>	Intimidate <sup>1</sup>	CHA	<b>+1</b>	= 1	+ +
<input type="checkbox"/>	Jump <sup>1</sup>	STR*	<b>+6</b>	= 6	+ 8 + -2
<input type="checkbox"/>	Listen <sup>1</sup>	WIS	<b>+1</b>	= -1	+ 2
<input type="checkbox"/>	Move Silently <sup>1</sup>	DEX*	<b>+16</b>	= 4	+ 10 + 2
<input type="checkbox"/>	Open Lock	DEX	<b>+16</b>	= 4	+ 10 + 2
<input type="checkbox"/>	Perform skills ... <sup>1</sup>	CHA	<b>+1</b>	= 1	+ +
<input checked="" type="checkbox"/>	Ride <sup>1</sup>	DEX	<b>+4</b>	= 4	+ +
<input type="checkbox"/>	Search <sup>1</sup>	INT	<b>+11</b>	= 1	+ 10 +
<input type="checkbox"/>	Sense Motive <sup>1</sup>	WIS	<b>-1</b>	= -1	+ +
<input type="checkbox"/>	Spot <sup>1</sup>	WIS	<b>-1</b>	= -1	+ +
<input checked="" type="checkbox"/>	Survival <sup>1</sup>	WIS	<b>-1</b>	= -1	+ +
<input type="checkbox"/>	Swim <sup>1</sup>	STR**	<b>+0</b>	= 0	+ +
<input type="checkbox"/>	Tumble	DEX*	<b>+16</b>	= 4	+ 10 + 2
<input type="checkbox"/>	Use Rope <sup>1</sup>	DEX	<b>+4</b>	= 4	+ +

Skills marked with<sup>1</sup> can be used normally even if the character has zero (0) skill ranks.  
 Skills marked with<sup>2</sup> are cross-class skills.  
 \* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.

