

CHARACTER NAME: **Rogue**
 CLASS: **4**
 LEVEL: **Medium**

PLAYER: **Human**
 GENDER: **Male**
 AGE: **0**
 RACE: **Humanoid (Human)**
 ALIGNMENT: **Chaotic Neutral**
 HEIGHT: _____
 WEIGHT: _____

REGION: _____
 DEITY: _____
 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	12	+1		
INT INTELLIGENCE	14	+2		
WIS WISDOM	10	+0		
CHA CHARISMA	9	-1		

HP HIT POINTS	22	WOUNDS/CURRENT HP		NONLETHAL DAMAGE	
AC ARMOR CLASS	18	10	+5	+0	+3
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER
TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	18	+0	+0
				NATURAL ARMOR	DEFLECT MOD

SPEED: **30 ft/x4**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+2	+1	+1	+0	+0		
REFLEX (DEXTERITY)	+7	+4	+3	+0	+0		
WILL (WISDOM)	+1	+1	+0	+0	+0		

BASE ATTACK BONUS	+3	SPELL RESISTANCE	
GRAPPLE MODIFIER	+4	ARCANE SPELL FAILURE	
	BASE ATTACK	STR MODIFIER	SIZE MODIFIER
	+3	+1	+0
		TEMP. MODIFIER	

MELEE ATTACK BONUS	+4	BASE ATTACK BONUS	+3	STR MODIFIER	+1	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMP. MODIFIER	
RANGED ATTACK BONUS	+6	BASE ATTACK BONUS	+3	DEX MODIFIER	+3	SIZE MODIFIER	+0	MISC. MODIFIER	+0	TEMP. MODIFIER	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+8	1d6+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Within 30'			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+7	1d6+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+6/+6	1d6+3	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Within 30', Rapid Shot			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Composite Shortbow [+1]	+5/+5	1d6+2	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES: Two-handed, Rapid Shot			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Short Sword	+4	1d6+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	2 lb	P	Medium
SPECIAL PROPERTIES: One-handed			

AMMUNITION: _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES:			

AMMUNITION: _____

PROFICIENCY	SKILLS		MAX RANKS	
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
<input type="checkbox"/>	Appraise ¹	INT	+2	2
<input type="checkbox"/>	Balance ¹	DEX*	+5	3
<input type="checkbox"/>	Bluff ¹	CHA	+6	-1
<input type="checkbox"/>	Climb ¹	STR*	+1	1
<input checked="" type="checkbox"/>	Concentration ¹	CON	+1	1
<input type="checkbox"/>	Craft skills... ¹	INT	+2	2
<input type="checkbox"/>	Diplomacy ¹	CHA	+1	-1
<input type="checkbox"/>	Disable Device	INT	+11	2
<input type="checkbox"/>	Disguise ¹	CHA	-1	-1
<input type="checkbox"/>	Escape Artist ¹	DEX*	+10	3
<input type="checkbox"/>	Forgery ¹	INT	+2	2
<input type="checkbox"/>	Gather Information ¹	CHA	+6	-1
<input type="checkbox"/>	Heal ¹	WIS	+0	
<input type="checkbox"/>	Hide ¹	DEX*	+10	3
<input type="checkbox"/>	Intimidate ¹	CHA	+1	-1
<input type="checkbox"/>	Jump ¹	STR*	+3	1
<input type="checkbox"/>	Listen ¹	WIS	+7	
<input type="checkbox"/>	Move Silently ¹	DEX*	+10	3
<input type="checkbox"/>	Open Lock	DEX	+12	3
<input type="checkbox"/>	Perform skills... ¹	CHA	-1	-1
<input checked="" type="checkbox"/>	Ride ¹	DEX	+3	3
<input type="checkbox"/>	Search ¹	INT	+9	2
<input type="checkbox"/>	Sense Motive ¹	WIS	+0	
<input type="checkbox"/>	Spot ¹	WIS	+7	
<input checked="" type="checkbox"/>	Survival ¹	WIS	+0	
<input type="checkbox"/>	Swim ¹	STR**	+1	1
<input type="checkbox"/>	Tumble	DEX*	+10	3
<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.

