

CHARACTER NAME

Rogue

CLASS

4

LEVEL

Medium

RACE

Changeling

HUMANOID (SHAPECHANGER)

0

AGE

0

HEIGHT

0

WEIGHT

0

PLAYER

Xen'drik

REGION

Neutral

DEITY

EYES

HAIR

CHARACTER RECORD SHEET

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

18

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

30 ft/x4

DEX

DEXTERITY

ABILITY SCORE

16

ABILITY MODIFIER

+3

TEMP. SCORE

TEMP. MODIFIER

AC

ARMOR CLASS

17

TOTAL

10

ARMOR BONUS

+4

SHIELD BONUS

+0

DEX MODIFIER

+3

SIZE MODIFIER

+0

NATURAL ARMOR

+0

DEFLECT MOD

+0

MISC MOD

+0

ARMOR CHECK PENALTY

DAMAGE REDUCTION

CON

CONSTITUTION

ABILITY SCORE

10

ABILITY MODIFIER

+0

TEMP. SCORE

TEMP. MODIFIER

TOUCH

ARMOR CLASS

13

FLAT-FOOTED

17

INT

INTELLIGENCE

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

INITIATIVE

MODIFIER

+3

TOTAL

+3

DEX MODIFIER

+3

MISC. MODIFIER

WIS

WISDOM

ABILITY SCORE

10

ABILITY MODIFIER

+0

TEMP. SCORE

TEMP. MODIFIER

CHA

CHARISMA

12

+1

SAVING THROWS

FORTITUDE

(CONSTITUTION)

TOTAL

+1

BASE SAVE

+1

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC. MODIFIER

+0

TEMP. MODIFIER

REFLEX

(DEXTERITY)

+7

+4

+3

+0

+0

WILL

(WISDOM)

+1

+1

+0

+0

+0

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

+3

SPELL RESISTANCE

GRAPPLE

MODIFIER

+4

TOTAL

+3

BASE ATTACK

+1

STR MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

+0

MELEE

ATTACK BONUS

+4

TOTAL

+3

BASE ATTACK BONUS

+1

STR MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

+0

TEMP. MODIFIER

RANGED

ATTACK BONUS

+6

TOTAL

+3

BASE ATTACK BONUS

+3

DEX MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

+0

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Rapier

+7

1d6+2

18-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

2 lb

P

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork composite shortbow

+7

1d6

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Sap

+6

1d6+1

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

2 lb

B

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Dagger

+6

1d4+1

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

10 ft

1 lb

P/S

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

APPRaise<sup>1</sup>

INT

+1

=

1

+

+

Balance<sup>1</sup>

DEX\*

+5

=

3

+

+

2

Bluff<sup>1</sup>

CHA

+10

=

1

+

7

+

2

Climb<sup>1</sup>

STR\*

+1

=

1

+

+

Concentration<sup>1</sup>

CON

+0

=

+

+

Craft skills...<sup>1</sup>

INT

+1

=

1

+

+

Diplomacy<sup>1</sup>

CHA

+9

=

1

+

6

+

2

Disable Device

INT

+7

=

1

+

6

+

Disguise<sup>1</sup>

CHA

+7

=

1

+

6

+

Escape Artist<sup>1</sup>

DEX\*

+4

=

3

+

1

+

Forgery<sup>1</sup>

INT

+1

=

1

+

+

Gather Information<sup>1</sup>

CHA

+6

=

1

+

5

+

Heal<sup>1</sup>

WIS

+0

=

+

+

Hide<sup>1</sup>

DEX\*

+8

=

3

+

5

+

Intimidate<sup>1</sup>

CHA

+5

=

1

+

+

4

Jump<sup>1</sup>

STR\*

+3

=

1

+

+

2

Knowledge (local)

INT

+5

=

1

+

4

+

Listen<sup>1</sup>

WIS

+0

=

+

+

Move Silently<sup>1</sup>

DEX\*

+7

=

3

+

4

+

Open Lock

DEX

+8

=

3

+

5

+

Perform skills ...<sup>1</sup>

CHA

+1

=

1

+

+

Ride<sup>1</sup>

DEX

+3

=

3

+

+

Search<sup>1</sup>

INT

+3

=

1

+

2

+

Sense Motive<sup>1</sup>

WIS

+5

=

+

3

+

2

Speak Language

INT

=

+

3

+

Spot<sup>1</sup>

WIS

+0

=

+

+

Survival<sup>1</sup>

WIS

+0

=

+

+

Swim<sup>1</sup>

STR\*\*

+1

=

1

+

+

Tumble

DEX\*

+9

=

3

+

6

+

Use Rope<sup>1</sup>

DEX

+3

=

3

+

+

SKILLS

MAX RANKS

7 / 3.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

APPRaise<sup>1</sup>

INT

+1

=

1

+

+

Balance<sup>1</sup>

DEX\*

+5

=

3

+

+

2

Bluff<sup>1</sup>

CHA

+10

=

1

+

7

+

2

Climb<sup>1</sup>

STR\*

+1

=

1

+

+

Concentration<sup>1</sup>

CON

+0

=

+

+

Craft skills...<sup>1</sup>

INT

+1

=

1

+

+

Diplomacy<sup>1</sup>

CHA

+9

=

1

+

6

+

2

Disable Device

INT

+7

=

1

+

6

+

Disguise<sup>1</sup>

CHA

+7

=

1

+

6

+

Escape Artist<sup>1</sup>

DEX\*

+4

=

3

+

1

+

Forgery<sup>1</sup>

INT

+1

=

1

+

+

Gather Information<sup>1</sup>

CHA

+6

=

1

+

5

+

Heal<sup>1</sup>

WIS

+0

=

+

+

Hide<sup>1</sup>

DEX\*

+8

=

3

+

5

+

Intimidate<sup>1</sup>

CHA

+5

=

1

+

+

4

Jump<sup>1</sup>

STR\*

+3

=

1

+

+

2

Knowledge (local)

INT

+5

=

1

+

4

+

Listen<sup>1</sup>

WIS

+0

=

+

+

Move Silently<sup>1</sup>

DEX\*

+7

=

3

+

4

+

Open Lock

DEX

+8

=

3

+

5

+

Perform skills ...<sup>1</sup>

CHA

+1

=

1

+

+

Ride<sup>1</sup>

DEX

+3

=

3

+

+

Search<sup>1</sup>

INT

+3

=

1

+

2

+

Sense Motive<sup>1</sup>

WIS

+5

=

+

3

+

2

Speak Language

INT

=

+

3

+

Spot<sup>1</sup>

WIS

+0

=

+

+

Survival<sup>1</sup>

WIS

+0

=

+

+

Swim<sup>1</sup>

STR\*\*

+1

=

1

+

+

Tumble

DEX\*

+9

=

3

+

6

+

Use Rope<sup>1</sup>

DEX

+3

=

3

+

+

Skills marked with<sup>1</sup> can be used normally even if the character has zero (0) skill ranks.

Skills marked with☒ are cross-class skills.

\* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.

