

CHARACTER NAME

Rogue

CLASS

4

LEVEL

Medium

SIZE

Human

RACE

Humanoid (Human)

TYPE

PLAYER

Male

GENDER

Chaotic Neutral

ALIGNMENT

REGION

DEITY

HAIR

EYES

WEIGHT

HEIGHT

AGE

0

EBERRON

CHARACTER RECORD SHEET

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

TOTAL

22

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

DEX

DEXTERITY

ABILITY SCORE

16

ABILITY MODIFIER

+3

TEMP. SCORE

TEMP. MODIFIER

AC

ARMOR CLASS

TOTAL

18

10

ARMOR BONUS

+5

SHIELD BONUS

+0

DEX MODIFIER

+3

SIZE MODIFIER

+0

NATURAL ARMOR

+0

DEFLECT MOD

+0

MISC MOD

ARMOR CHECK PENALTY

DAMAGE REDUCTION

CON

CONSTITUTION

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

TOUCH

ARMOR CLASS

TOTAL

13

FLAT-FOOTED

ARMOR CLASS

18

INT

INTELLIGENCE

ABILITY SCORE

14

ABILITY MODIFIER

+2

TEMP. SCORE

TEMP. MODIFIER

WIS

WISDOM

ABILITY SCORE

10

ABILITY MODIFIER

+0

TEMP. SCORE

TEMP. MODIFIER

CHA

CHARISMA

ABILITY SCORE

9

ABILITY MODIFIER

-1

TEMP. SCORE

TEMP. MODIFIER

SAVING THROWS

FORTITUDE

(CONSTITUTION)

TOTAL

+2

+1

BASE SAVE

+1

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

CONDITIONAL MODIFIERS

REFLEX

(DEXTERITY)

TOTAL

+7

+4

BASE SAVE

+3

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

CONDITIONAL MODIFIERS

WILL

(WISDOM)

TOTAL

+1

+1

BASE SAVE

+0

ABILITY MODIFIER

+0

MAGIC MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

+3

TEMP. MODIFIER

SPELL RESISTANCE

ARCANE SPELL FAILURE

GRAPPLE

MODIFIER

TOTAL

+4

+3

BASE ATTACK

+1

STR MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

MELEE

ATTACK BONUS

TOTAL

+4

+3

BASE ATTACK BONUS

+1

STR MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

RANGED

ATTACK BONUS

TOTAL

+6

+3

BASE ATTACK BONUS

+3

DEX MODIFIER

+0

SIZE MODIFIER

+0

MISC. MODIFIER

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Shortbow [+1]

+8

1d6+3

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed, Within 30'

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Shortbow [+1]

+7

1d6+2

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1 Composite Shortbow [+1]

+6/+6

1d6+3

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

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

SPECIAL PROPERTIES

70 ft

2 lb

P

Medium

Two-handed, Rapid Shot

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Short Sword

+4

1d6+1

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

2 lb

P

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

SKILLS

MAX RANKS

7/35

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

Appraise¹

INT

+2

= 2

+

+

Balance¹

DEX*

+5

= 3

+

+

2

Bluff¹

CHA

+6

= -1

+

7

+

Climb¹

STR*

+1

= 1

+

+

Concentration¹

CON

+1

= 1

+

+

Craft skills...¹

INT

+2

= 2

+

+

Diplomacy¹

CHA

+1

= -1

+

+

2

Disable Device

INT

+11

= 2

+

7

+

2

Disguise¹

CHA

-1

= -1

+

+

Escape Artist¹

DEX*

+10

= 3

+

7

+

Forgery¹

INT

+2

= 2

+

+

Gather Information¹

CHA

+6

= -1

+

7

+

Heal¹

WIS

+0

=

+

+

Hide¹

DEX*

+10

= 3

+

7

+

Intimidate¹

CHA

+1

= -1

+

+

2

Jump¹

STR*

+3

= 1

+

+

2

Listen¹

WIS

+7

=

+

7

+

Move Silently¹

DEX*

+10

= 3

+

7

+

Open Lock

DEX

+12

= 3

+

7

+

2

Perform skills ...¹

CHA

-1

= -1

+

+

Ride¹

DEX

+3

= 3

+

+

Search¹

INT

+9

= 2

+

7

+

Sense Motive¹

WIS

+0

=

+

+

Spot¹

WIS

+7

=

+

7

+

Survival¹

WIS

+0

=

+

+

Swim¹

STR**

+1

= 1

+

+

Tumble

DEX*

+10

= 3

+

7

+

Use Rope¹

DEX

+3

= 3

+

+

Skills marked with¹ 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.

