

CHARACTER NAME

Rogue

CLASS

Medium

Half Elf

RACE

23

Male

Catavarie

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Lawful neutral

ALIGNMENT

5' 6'

150 lb

Wee Jas

DEITY

Grey

Raven

HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	COMBAT										OTHER					
STR STRENGTH	11	+0			HP HIT POINTS	6	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		DAMAGE REDUCTION		SPEED							
DEX DEXTERITY	17	+3			AC ARMOR CLASS	15	10	+2		+3					10%					
CON CONSTITUTION	13	+1			TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	12	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER	MISS CHANCE				
INT INTELLIGENCE	14	+2			INITIATIVE MODIFIER	+3	+3								ARCANE SPELL FAILURE	ARMOR CHECK PENALTY				
WIS WISDOM	12	+1			BASE ATTACK BONUS		+0	DEX MODIFIER	MISC. MODIFIER	SKILLS										
CHA CHARISMA	13	+1													MAX RANKS:					
											KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER					
											INT	+3	+2	1						
											DEX*	+5	+3	2	+0					
											CHA	+3	+1	2						
											STR*	+2	0	2	+0					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+1	+0	+1				
REFLEX (DEXTERITY)	+5	+2	+3				
WILL (WISDOM)	+1	+0	+1				

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+0	+0				

$$\text{RANGED ATTACK BONUS} = \text{TOTAL} + \text{+3} = \text{BASE ATTACK BONUS} + \text{DEX MODIFIER} + \text{SIZE MODIFIER} + \text{MISC. MODIFIER} + \text{TEMPORARY MODIFIER}$$

$$\text{GRAPPLE MODIFIER} + \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC. MODIFIER}$$

ATTACK		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Shortsword				1d6	19 - 20 x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
	2 lb	p	med		

AMMUNITION: ☐ ☐ ☐ ☐ ☐ ☐

ATTACK		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Dagger				1d4		19 - 20 x2	
RANGE	WEIGHT	TYPE		SIZE	SPECIAL PROPERTIES		
10ft	1 lb	p&s		med			

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

ATTACK		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Light Cross bow		+3		1d8		19 - 20 x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
80 ft	4 lb	p	med				

AMMUNITION: 20 bolts □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

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

AMMUNITION: ☐ ☐ ☐ ☐ ☐ ☐

ARMOR/PROTECTIVE ITEM				TYPE	ARMOR BONUS	MAX DEX BONUS
Leather				Light	+2	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES		
+0	10%	30	15			

SHIELD/PROTECTIVE ITEM	SHIELD BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

[illegible]

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

Skills marked with ☒ are cross-class skills.

* ARMOR CHECK PENALTY, if any, applies. ** Double Penalty for Swim.