

# The Quintessential Rogue



CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 CHARACTER CONCEPT \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DIETY / RELIGION \_\_\_\_\_  
 PLACE OF ORIGIN \_\_\_\_\_  
 GUILD \_\_\_\_\_ FIGHTING STYLE \_\_\_\_\_

## ABILITY SCORES

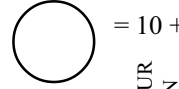
## HIT POINTS

## ARMOUR

|              | SCORE | MODIFIER | TEMP SCORE | TEMP MODIFIER |
|--------------|-------|----------|------------|---------------|
| STRENGTH     |       |          |            |               |
| DEXTERITY    |       |          |            |               |
| CONSTITUTION |       |          |            |               |
| INTELLIGENCE |       |          |            |               |
| WISDOM       |       |          |            |               |
| CHARISMA     |       |          |            |               |

|                  |  |
|------------------|--|
|                  |  |
|                  |  |
| SUB DMG          |  |
| HIT DIE          |  |
| DAMAGE REDUCTION |  |

ARMOUR



CLASS

| ARMOUR | SHIELD | DEX | WIS | SIZE | NATURAL | MISC |
|--------|--------|-----|-----|------|---------|------|
|        |        |     |     |      |         |      |
|        |        |     |     |      |         |      |

## REPUTATION

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|  |
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SAVING THROWS

|                 | TOTAL | BASE | ABILITY | MAGIC | MISC | TEMP | MODIFIERS |
|-----------------|-------|------|---------|-------|------|------|-----------|
| FORTITUDE (CON) |       |      |         |       |      |      |           |
| REFLEX (DEX)    |       |      |         |       |      |      |           |
| WILL (WIS)      |       |      |         |       |      |      |           |

COMBAT BONUSES

|                  | TOTAL | BASE | ABILITY | SIZE | MISC | TEMP | MODIFIERS |
|------------------|-------|------|---------|------|------|------|-----------|
| INITIATIVE (DEX) |       |      |         |      |      |      |           |
| MELEE (STR)      |       |      |         |      |      |      |           |
| RANGED (DEX)     |       |      |         |      |      |      |           |

- AC WHEN FLAT FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEX BONUS
- ARMOUR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

## WEAPON AND ARMOUR PROFICIENCIES

|  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|

## WEAPONS

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE | HARD | HPS |
|--------|-----------|--------|----------|-------|------|------|------|-----|
|        |           |        |          |       |      |      |      |     |
| NOTES  |           |        |          |       |      |      |      |     |
|        |           |        |          |       |      |      |      |     |
| NOTES  |           |        |          |       |      |      |      |     |
|        |           |        |          |       |      |      |      |     |
| NOTES  |           |        |          |       |      |      |      |     |
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| NOTES  |           |        |          |       |      |      |      |     |
|        |           |        |          |       |      |      |      |     |
| NOTES  |           |        |          |       |      |      |      |     |
|        |           |        |          |       |      |      |      |     |
| NOTES  |           |        |          |       |      |      |      |     |

MAX RANKS = LVL +3 (2) CROSS CLASS KEY MODIFIERS  
 CLASS ABILITY TOTAL ABILITY RANKS MISC

|                       |       |       |  |  |  |  |
|-----------------------|-------|-------|--|--|--|--|
| ALCHEMY               | Y / N | INT   |  |  |  |  |
| ANIMAL EMPATHY        | Y / N | CHA   |  |  |  |  |
| APPRAISE ✓            | Y / N | INT   |  |  |  |  |
| BALANCE ✓             | Y / N | DEX * |  |  |  |  |
| BLUFF ✓               | Y / N | CHA   |  |  |  |  |
| CLIMB ✓               | Y / N | STR * |  |  |  |  |
| CONCENTRATION ✓       | Y / N | CON   |  |  |  |  |
| CRAFT ✓ (POISONS )    | Y / N | INT   |  |  |  |  |
| CRAFT ✓ (TRAPMAKING ) | Y / N | INT   |  |  |  |  |
| CRAFT ✓ ( )           | Y / N | INT   |  |  |  |  |
| DECIPHER SCRIPT       | Y / N | INT   |  |  |  |  |
| DIPLOMACY ✓           | Y / N | CHA   |  |  |  |  |
| DISABLE DEVICE        | Y / N | INT   |  |  |  |  |
| DISGUISE ✓            | Y / N | CHA   |  |  |  |  |
| ESCAPE ARTIST ✓       | Y / N | DEX * |  |  |  |  |
| FORGERY ✓             | Y / N | INT   |  |  |  |  |
| GATHER INFORMATION ✓  | Y / N | CHA   |  |  |  |  |
| HANDLE ANIMAL         | Y / N | CHA   |  |  |  |  |
| HEAL ✓                | Y / N | WIS   |  |  |  |  |
| HIDE ✓                | Y / N | DEX * |  |  |  |  |
| INNUENDO              | Y / N | WIS   |  |  |  |  |
| INTIMIDATE ✓          | Y / N | CHA   |  |  |  |  |
| INTUIT DIRECTION      | Y / N | WIS   |  |  |  |  |
| JUMP ✓                | Y / N | STR * |  |  |  |  |
| KNOWLEDGE ( )         | Y / N | INT   |  |  |  |  |
| KNOWLEDGE ( )         | Y / N | INT   |  |  |  |  |
| KNOWLEDGE ( )         | Y / N | INT   |  |  |  |  |
| KNOWLEDGE ( )         | Y / N | INT   |  |  |  |  |
| LISTEN ✓              | Y / N | WIS   |  |  |  |  |
| MOVE SILENTLY         | Y / N | DEX * |  |  |  |  |
| OPEN LOCK             | Y / N | DEX   |  |  |  |  |
| PERFORM ( )           | Y / N | CHA   |  |  |  |  |
| PICK POCKET           | Y / N | DEX * |  |  |  |  |
| PROFESSION ( )        | Y / N | WIS   |  |  |  |  |
| READ LIPS             | Y / N | INT   |  |  |  |  |
| RIDE ✓                | Y / N | DEX   |  |  |  |  |
| SCRY ✓                | Y / N | INT   |  |  |  |  |
| SEARCH ✓              | Y / N | INT   |  |  |  |  |
| SENSE MOTIVE ✓        | Y / N | WIS   |  |  |  |  |
| SPELLCRAFT            | Y / N | INT   |  |  |  |  |
| SPOT ✓                | Y / N | WIS   |  |  |  |  |
| SWIM ✓                | Y / N | STR * |  |  |  |  |
| TUMBLE                | Y / N | DEX * |  |  |  |  |
| USE MAGIC DEVICE      | Y / N | CHA   |  |  |  |  |
| USE ROPE ✓            | Y / N | DEX   |  |  |  |  |
| WILDERNESS LORE ✓     | Y / N | WIS   |  |  |  |  |
|                       | Y / N |       |  |  |  |  |

✓ CAN BE USED WITH 0 RANKS, \* ARMOUR CHECK PENALTY APPLIES, ★ -1 PER 5 LBS OF EQUIPMENT

### EQUIPMENT

| ITEM         | LOCATION | WT | ITEM                 | LOCATION | WT |
|--------------|----------|----|----------------------|----------|----|
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
|              |          |    |                      |          |    |
| CURRENT LOAD |          |    | TOTAL WEIGHT CARRIED |          |    |

### FEATS

| NAME | EFFECT |
|------|--------|
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |
|      |        |

### CLASS/RACIAL ABILITIES

| ABILITY | EFFECT |
|---------|--------|
|         |        |
|         |        |
|         |        |
|         |        |
|         |        |
|         |        |
|         |        |
|         |        |
|         |        |
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|         |        |
|         |        |
|         |        |

### MOVEMENT / LIFTING

| Movement      | Rate           | Movement    | Rate    |
|---------------|----------------|-------------|---------|
| Walk (= Base) |                | Hour Walk   |         |
| Hustle        |                | Hour Hustle |         |
| Run (x 3)     |                | Day Walk    |         |
| Run (x4)      |                | Special     |         |
| Load          | Weight Carried | Max Dex     | Chk Pen |
| Light         |                | -           | -       |
| Medium        |                | +3          | -3      |
| Heavy         |                | +1          | -6      |
|               |                |             | Run     |
|               |                |             | x4      |
|               |                |             | x3      |

### MONEY & GEMS

|        |
|--------|
| CP -   |
| SP -   |
| GP -   |
| PP -   |
| GEMS - |

|   |  |   |
|---|--|---|
| <div style="border:1px solid black; width:50px; height:40px; margin:auto;"></div> <b>LIFT OVER HEAD</b><br>= MAX LOAD | <div style="border:1px solid black; width:50px; height:40px; margin:auto;"></div> <b>LIFT OFF GROUND</b><br>= 2 X MAX LOAD | <div style="border:1px solid black; width:50px; height:40px; margin:auto;"></div> <b>PUSH OR DRAG</b><br>= 5 X MAX LOAD |
|---|--|---|

### LANGUAGES

### EXPERIENCE

TOTAL EXPERIENCE

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XPS NEEDED FOR NEXT LEVEL

HEAL RATE PER DAY

MAGIC ITEMS

SPELLS

| SPELL<br>SAVE DC  | LEVEL             | SPELLS<br>PER DAY                                       | BONUS<br>SPELLS   | # SPELLS<br>KNOWN                                       |
|---|-------------------|---|---|---|
| <input style="width: 50px; height: 25px;" type="text"/> | 0                 | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 1ST               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 2ND               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 3RD               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 4TH               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 5TH               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 6TH               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 7TH               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 8TH               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | 9TH               | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> | <input style="width: 50px; height: 25px;" type="text"/> |
| <input style="width: 50px; height: 25px;" type="text"/> | SPELL SAVE DC MOD |   |   |   |

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

| NAME  | RACE | NUMBER | HD / LVL | HP | INIT | SPD | AC | BAB | STR | DEX | CON | INT | WIS | CHA |
|-------|------|--------|----------|----|------|-----|----|-----|-----|-----|-----|-----|-----|-----|
|       |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE | NUMBER | HD / LVL | HP | INIT | SPD | AC | BAB | STR | DEX | CON | INT | WIS | CHA |
|       |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE | NUMBER | HD / LVL | HP | INIT | SPD | AC | BAB | STR | DEX | CON | INT | WIS | CHA |
|       |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE | NUMBER | HD / LVL | HP | INIT | SPD | AC | BAB | STR | DEX | CON | INT | WIS | CHA |
|       |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NAME  | RACE | NUMBER | HD / LVL | HP | INIT | SPD | AC | BAB | STR | DEX | CON | INT | WIS | CHA |
|       |      |        |          |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |      |        |          |    |      |     |    |     |     |     |     |     |     |     |

|                     |        |            |
|---------------------|--------|------------|
| PHYSICAL APPEARANCE | AGE    | SEX        |
|                     | HEIGHT | SIZE       |
|                     | WEIGHT | HAIR       |
|                     | EYES   | HANDEDNESS |

QUOTE / FAVOURITE SAYING

ENEMIES, ALLIES, PAST  
AQUAINTANCES

PERSONALITY AND CHARACTER

BACKGROUND & FURTHER NOTES

|  |                 |
|--|-----------------|
| <b>HIDEOUT</b>                                 | <b>FEATURES</b> |
| LOCATION:<br>NATURE:<br>SECURITY:<br>SECURITY: |                 |

|  |               |                  |
|--|---------------|------------------|
| <b>GUILD</b>   | <b>ALLIES</b> | <b>RESOURCES</b> |
| TYPE:<br>ALIGNMENT:<br>REACH:<br>LOYALTY:<br>ACTIVITY:<br>VISIBILITY:<br>INCOME: |               |                  |