



CHARACTER RECORD SHEETS

CHARACTER NAME _____ PLAYER _____

Rogue CLASS RACE _____ ALIGNMENT _____ DEITY _____

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL HP HIT POINTS

AC ARMOR CLASS = 10 + (ARMOR BONUS) + (SHIELD BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (MISC MODIFIER)

INITIATIVE MODIFIER = (DEX MODIFIER) + (MISC MODIFIER)

BASE ATTACK BONUS

DAMAGE REDUCTION

HIT DIE TYPE **d6**

SPEED

MISS CHANCE ARMOR CHECK PENALTY SPELL RESISTANCE

SAVING THROWS

FORTITUDE (CONSTITUTION) = (TOTAL) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

REFLEX (DEXTERITY) = (TOTAL) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

WILL (WISDOM) = (TOTAL) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER)

MELEE ATTACK BONUS = (TOTAL) = (BASE ATTACK BONUS) + (STR MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER) + (SNEAK ATTACK EXTRA DAMAGE)

RANGED ATTACK BONUS = (TOTAL) = (BASE ATTACK BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER) + (TEMPORARY MODIFIER) + (SNEAK ATTACK EXTRA DAMAGE)

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

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

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

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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

AMMUNITION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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CROSS-CLASS	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	ALCHEMY	INT				
<input type="checkbox"/>	APPRAISE	INT				
<input type="checkbox"/>	BALANCE	DEX*				
<input type="checkbox"/>	BLUFF	CHA				
<input type="checkbox"/>	CLIMB	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION	CON				
<input type="checkbox"/>	CRAFT (_____)	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE	CHA				
<input type="checkbox"/>	ESCAPE ARTIST	DEX*				
<input type="checkbox"/>	FORGERY	INT				
<input checked="" type="checkbox"/>	GATHER INFORMATION	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL	WIS				
<input type="checkbox"/>	HIDE	DEX*				
<input type="checkbox"/>	INNUENDO	WIS				
<input type="checkbox"/>	INTIMIDATE	CHA				
<input type="checkbox"/>	INTUIT DIRECTION	WIS				
<input type="checkbox"/>	JUMP	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	LISTEN	WIS				
<input type="checkbox"/>	MOVE SILENTLY	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM (_____)	CHA				
<input type="checkbox"/>	PICK POCKET	DEX*				
<input type="checkbox"/>	PROFESSION (_____)	WIS				
<input type="checkbox"/>	READ LIPS	INT				
<input checked="" type="checkbox"/>	RIDE (_____)	DEX				
<input type="checkbox"/>	SCRY [can't buy ranks]	INT			0	
<input type="checkbox"/>	SEARCH	INT				
<input type="checkbox"/>	SENSE MOTIVE	WIS				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT	WIS				
<input type="checkbox"/>	SWIM	STR**				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE	DEX				
<input checked="" type="checkbox"/>	WILDERNESS LORE	WIS				
<input type="checkbox"/>	_____					

Skills marked with ■ 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. ** -1 per 5 lb. of gear

