

CHARACTER NAME _____ PLAYER _____

Rogue LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____



CHARACTER RECORD SHEET

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

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

HP HIT POINTS **WOUNDS/CURRENT HP**

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

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS

INITIATIVE MODIFIER TOTAL DEX MODIFIER MISC MODIFIER

NONLETHAL DAMAGE **SPEED**

DAMAGE REDUCTION

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE MODIFIER = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	NOTES		
<input type="text"/>	<input type="text"/>	<input type="text"/>		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	NOTES		
<input type="text"/>	<input type="text"/>	<input type="text"/>		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	NOTES		
<input type="text"/>	<input type="text"/>	<input type="text"/>		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	NOTES		
<input type="text"/>	<input type="text"/>	<input type="text"/>		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	NOTES		
<input type="text"/>	<input type="text"/>	<input type="text"/>		

AMMUNITION _____

CLASS SKILL	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input type="checkbox"/>	APPRAISE	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	BALANCE	DEX*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	BLUFF	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	CLIMB	STR*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	CONCENTRATION	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	CRAFT (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	CRAFT (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	CRAFT (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	DECIPHER SCRIPT	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	DIPLOMACY	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	DISABLE DEVICE	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	DISGUISE	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	ESCAPE ARTIST	DEX*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	FORGERY	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	GATHER INFORMATION	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	HANDLE ANIMAL	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	HEAL	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	HIDE	DEX*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	INTIMIDATE	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	JUMP	STR*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	KNOWLEDGE (Local)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	KNOWLEDGE (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	KNOWLEDGE (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	KNOWLEDGE (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	KNOWLEDGE (<input type="text"/>)	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	LISTEN	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	MOVE SILENTLY	DEX*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	OPEN LOCK	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	PERFORM (<input type="text"/>)	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	PERFORM (<input type="text"/>)	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	PERFORM (<input type="text"/>)	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	PROFESSION (<input type="text"/>)	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	PROFESSION (<input type="text"/>)	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	RIDE	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SEARCH	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SENSE MOTIVE	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SPELLCRAFT	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SPOT	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SURVIVAL	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	SWIM	STR*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	TUMBLE	DEX*	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	USE ROPE	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	_____	_____	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	_____	_____	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	_____	_____	<input type="text"/>	<input type="text"/>	<input type="text"/>

- APPRAISE ■ INT = + +
- BALANCE ■ DEX* = + +
- BLUFF ■ CHA = + +
- CLIMB ■ STR* = + +
- CONCENTRATION ■ CON = + +
- CRAFT () ■ INT = + +
- CRAFT () ■ INT = + +
- CRAFT () ■ INT = + +
- DECIPHER SCRIPT ■ INT = + +
- DIPLOMACY ■ CHA = + +
- DISABLE DEVICE ■ INT = + +
- DISGUISE ■ CHA = + +
- ESCAPE ARTIST ■ DEX* = + +
- FORGERY ■ INT = + +
- GATHER INFORMATION ■ CHA = + +
- HANDLE ANIMAL ■ CHA = + +
- HEAL ■ WIS = + +
- HIDE ■ DEX* = + +
- INTIMIDATE ■ CHA = + +
- JUMP ■ STR* = + +
- KNOWLEDGE (Local) ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- KNOWLEDGE () ■ INT = + +
- LISTEN ■ WIS = + +
- MOVE SILENTLY ■ DEX* = + +
- OPEN LOCK ■ DEX = + +
- PERFORM () ■ CHA = + +
- PERFORM () ■ CHA = + +
- PERFORM () ■ CHA = + +
- PROFESSION () ■ WIS = + +
- PROFESSION () ■ WIS = + +
- RIDE ■ DEX = + +
- SEARCH ■ INT = + +
- SENSE MOTIVE ■ WIS = + +
- SLEIGHT OF HAND ■ DEX* = + +
- SPELLCRAFT ■ INT = + +
- SPOT ■ WIS = + +
- SURVIVAL ■ WIS = + +
- SWIM ■ STR* = + +
- TUMBLE ■ DEX* = + +
- USE MAGIC DEVICE ■ CHA = + +
- USE ROPE ■ DEX = + +
- _____ = + +
- _____ = + +
- _____ = + +

■ Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

