



CHARACTER RECORD SHEETS

CHARACTER NAME _____ PLAYER _____

Rogue CLASS RACE _____ ALIGNMENT _____ DEITY _____

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

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP Hit Points, AC Armor Class, Initiative Modifier, and Base Attack Bonus calculation boxes.

DAMAGE REDUCTION, HIT DIE TYPE (d6), and SPEED calculation boxes.

SAVING THROWS section for FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), and WILL (WISDOM).

MELEE ATTACK BONUS and RANGED ATTACK BONUS calculation boxes.

WEAPON table with columns for WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns for WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns for WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM table with columns for TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns for ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION table with columns for AMMUNITION and a grid for tracking.

CROSS-CLASS SKILLS

SKILLS table with columns for SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER, and MAX RANKS.

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.

