Elanor Underhill — CHARACTER NAME
Meri — PLAYER

Rogue 3 — CLASS AND LEVEL
Strongheart Halfling — RACE
True Neutral — ALIGNMENT
St Cuthbert — DEITY

Small — SIZE
— AGE
Female — GENDER
3'0" — HEIGHT
60 — WEIGHT
Green — EYES
Blonde — HAIR
Tan — SKIN

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|---|---|---|---|---|
| STR STRENGTH | 14 | 2 | | |
| DEX DEXTERITY | 17 | 3 | | |
| CON CONSTITUTION | 15 | 2 | | |
| INT INTELLIGENCE | 12 | 1 | | |
| WIS WISDOM | 9 | -1 | | |
| CHA CHARISMA | 9 | -1 | | |

**HP** HIT POINTS — TOTAL 14 — BASE HP (BEFORE CON) 8 — TEMPORARY HP — WOUNDS — NONLETHAL DAMAGE

**AC** ARMOR CLASS — TOTAL 18 = 10 + 4 (ARMOR BONUS) + 0 (SHIELD BONUS) + 3 (DEX MODIFIER) + 1 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECTION MODIFIER) + 1 (MISC MODIFIER)

19 against traps

**SPEED** 20 feet

DAMAGE REDUCTION

**TOUCH** ARMOR CLASS 14 — **FLAT-FOOTED** ARMOR CLASS 15

**INITIATIVE** MODIFIER — TOTAL 3 = 3 (DEX MODIFIER) + (MISC MODIFIER)

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|
| FORTITUDE (CONSTITUTION) | 3 | 1 | 2 | | | |
| REFLEX (DEXTERITY) | 6 | 3 | 3 | | | |
| WILL (WISDOM) | 0 | 1 | -1 | | | |

CONDITIONAL MODIFIERS
+2 against fear
Evasion: reflex half = none
+1 Reflex against traps

**BASE ATTACK BONUS** 2

**SPELL RESISTANCE**

**GRAPPLE** MODIFIER — TOTAL 0 = 2 (BASE ATTACK BONUS) + 2 (STRENGTH MODIFIER) + -4 (SIZE MODIFIER) + (MISC MODIFIER)

| | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER |
|---|---|---|---|---|---|
| MELEE attack bonus | 5 | 2 | 2 | 1 | 0 |
| RANGED attack bonus | 6 | 2 | 3 (DEX MODIFIER) | 1 | 0 |

Weapon Finesse

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Rapier | +6 | 1d4+2 | 18-20/x2 |
| RANGE: - | TYPE: Piercing | NOTES: +1d6 Damage when flanking or target denied dex bonus | |

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| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Rapier/MW Dagger | +4/+5 | 1d4+2/1d3+2 | 18-20/x2 & 19-20/x2 |
| RANGE: - | TYPE: P/S | NOTES: +1d6 Damage when flanking or target denied dex bonus | |

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| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Thrown Dagger | +7 | 1d3+2 | 19-20/x2 |
| RANGE: 10 | TYPE: Piercing | NOTES: +1d6 Damage when flanking or target denied dex bonus | |

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| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| | | | |
| RANGE | TYPE | NOTES | |
| | | | |

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## SKILLS

MAX RANKS (CLASS/CROSS-CLASS) 6 / 3

| CLASS SKILL? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | = | ABILITY MODIFIER | + | RANKS | + | MISC MODIFIER | |
|---|---|---|---|---|---|---|---|---|---|---|
| ■ | Appraise ■ | INT | 1 | = | 1 | + | | + | | |
| ■ | Balance ■ | ★DEX | 3 | = | 3 | + | | + | | |
| ■ | Bluff ■ | CHA | -1 | = | -1 | + | | + | | |
| ■ | Climb ■ | ★STR | 4 | = | 2 | + | | + | 2 | |
| ☐ | Concentration ■ | CON | 2 | = | 2 | + | | + | | |
| ■ | Craft ■ (_____) | INT | 1 | = | 1 | + | | + | | |
| ■ | Craft ■ (_____) | INT | 1 | = | 1 | + | | + | | |
| ■ | Craft ■ (_____) | INT | 1 | = | 1 | + | | + | | |
| ■ | Decipher Script | INT | 1 | = | 1 | + | | + | | |
| ■ | Diplomacy ■ | CHA | 3 | = | -1 | + | 4 | + | | |
| ■ | Disable Device | INT | 7 | = | 1 | + | 4 | + | 2 | → thieves tools |
| ■ | Disguise ■ | CHA | -1 | = | -1 | + | | + | | |
| ■ | Escape Artist ■ | ★DEX | 3 | = | 3 | + | | + | | |
| ■ | Forgery ■ | INT | 1 | = | 1 | + | | + | | |
| ■ | Gather Information ■ | CHA | -1 | = | -1 | + | | + | | |
| ☐ | Handle Animal | CHA | -1 | = | -1 | + | | + | | |
| ☐ | Heal ■ | WIS | -1 | = | -1 | + | | + | | |
| ■ | Hide ■ | ★DEX | 10 | = | 3 | + | 3 | + | 4 | |
| ■ | Intimidate ■ | CHA | -1 | = | -1 | + | | + | | |
| ■ | Jump ■ | ★STR | 4 | = | 2 | + | | + | 2 | |
| ■ | Knowledge (Local) | INT | 2 | = | 1 | + | 1 | + | | |
| ☐ | Knowledge (_____) | INT | 1 | = | 1 | + | | + | | |
| ☐ | Knowledge (_____) | INT | 1 | = | 1 | + | | + | | |
| ☐ | Knowledge (_____) | INT | 1 | = | 1 | + | | + | | |
| ☐ | Knowledge (_____) | INT | 1 | = | 1 | + | | + | | |
| ■ | Listen ■ | WIS | 7 | = | -1 | + | 6 | + | 2 | |
| ■ | Move Silently ■ | ★DEX | 11 | = | 3 | + | 6 | + | 2 | |
| ■ | Open Lock | DEX | 11 | = | 3 | + | 6 | + | 2 | → thieves tools |
| ■ | Perform (_____) | CHA | -1 | = | -1 | + | | + | | |
| ■ | Perform (_____) | CHA | -1 | = | -1 | + | | + | | |
| ■ | Perform (_____) | CHA | -1 | = | -1 | + | | + | | |
| ■ | Profession (_____) | WIS | -1 | = | -1 | + | | + | | |
| ■ | Profession (_____) | WIS | -1 | = | -1 | + | | + | | |
| ☐ | Ride ■ | DEX | 3 | = | 3 | + | | + | | |
| ■ | Search ■ | INT | 7 | = | 1 | + | 6 | + | | |
| ■ | Sense Motive ■ | WIS | -1 | = | -1 | + | | + | | |
| ■ | Sleight of Hand | ★DEX | 6 | = | 3 | + | 3 | + | | |
| ☐ | Spellcraft | INT | 1 | = | 1 | + | | + | | |
| ■ | Spot ■ | WIS | 3 | = | -1 | + | 4 | + | | |
| ☐ | Survival ■ | WIS | -1 | = | -1 | + | | + | | |
| ■ | Swim ■ | ★STR | 2 | = | 2 | + | | + | | |
| ■ | Tumble | ★DEX | 9 | = | 3 | + | 6 | + | | |
| ■ | Use Magic Device | CHA | 5 | = | -1 | + | 6 | + | | |
| ■ | Use Rope ■ | DEX | 3 | = | 3 | + | | + | | |
| ☐ | _____ | | 0 | = | | + | | + | | |
| ☐ | _____ | | 0 | = | | + | | + | | |
| ☐ | _____ | | 0 | = | | + | | + | | |

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an ■ if the skill is a class skill for the character.*
★*Armor check penalty (-2) applies. (Double penalty for Swim.)*

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Shackled City

CAMPAIGN

4,760

EXPERIENCE POINTS

## GEAR

| ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX |
|---|---|---|---|
| Chain Shirt | Light | 4 | 4 |

| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|---|
| -2 | 20% | 20 | 25.00 | |

| SHIELD/PROTECTIVE ITEM | AC BONUS | WEIGHT | CHECK PENALTY |
|---|---|---|---|
| | | | |

| SPELL FAILURE | SPECIAL PROPERTIES |
|---|---|
| 0% | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|
| | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|
| | | | |

## OTHER POSSESSIONS

| ITEM | PG. | WT. | ITEM | PG. | WT. |
|---|---|---|---|---|---|
| Bag of Tricks | | | Thieves Tools | | |
| Sun Rod | | | | | |
| 20 tindertwigs | | | | | |
| 1 locket w/ ashes | | | | | |
| Mushroom Flask | | | | | |
| Keys from not-ogre | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | Keys: JZ DIRUNE | | |
| | | | TOTAL WEIGHT CARRIED | | 25 |

| 52 | 105 | 158 | 158 | 315 | 788 |
|---|---|---|---|---|---|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD (EQUALS MAX LOAD) | LIFT OFF GROUND (2 x MAX LOAD) | PUSH OR DRAG (5 x MAX LOAD) |

## MONEY

CP — 5992
SP — 2248
GP — 1220
PP —

Gem Pouch:
1 clear stone, 1 fire opal, 3 citrines, 2 green gems

## FEATS

PG.

Two Weapon Fighting

Combat Reflexes
-additional aoo = dex mod
-aoo when flat footed

Weapon Finesse
-dex mod instead of str mod on attack rolls

## SPECIAL ABILITIES

PG.

Rogue Proficiencies

Trapfinding

Sneak Attack (+2d6)

Evasion

Trap Sense (+1)

## LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

Halfling

Gnome

Elvish

## SPELLS

PRIMARY SPELLCASTING STATISTIC | DOMAINS/SPECIALTY SCHOOL

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

**SPELL SAVE** ☐ DC MOD

**ARCANE SPELL FAILURE** 20 %

CONDITIONAL MODIFIERS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|---|---|---|---|---|
| | 10 | 0 | | 0 |
| | 11 | 1ST | | 0 |
| | 12 | 2ND | | 0 |
| | 13 | 3RD | | 0 |
| | 14 | 4TH | | 0 |
| | 15 | 5TH | | 0 |
| | 16 | 6TH | | 0 |
| | 17 | 7TH | | 0 |
| | 18 | 8TH | | 0 |
| | 19 | 9TH | | 0 |

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