Elanor Underhill				Meri			
CHARACTER NAME				PLAYER			
Rogue 4				Strongheart Halfling	True Neutral	St Cuthbert	
CLASS AND LEVEL				RACE	ALIGNMENT	DEITY	
Small		Female	3'0"	60	Green	Blonde	Tan
SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

DUNGEONS & DRAGONS®

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	14	2		
DEX DEXTERITY	18	4		
CON CONSTITUTION	15	2		
INT INTELLIGENCE	12	1		
WIS WISDOM	9	-1		
CHA CHARISMA	9	-1		

	TOTAL	BASE HP (BEFORE CON	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	22	14				20 feet

AC ARMOR CLASS	TOTAL	= 10 + ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFLECTION MODIFIER	+ MISC MODIFIER	DAMAGE REDUCTION
	19	4	0	4	1	0	0	1	

19 against traps

TOUCH ARMOR CLASS	15	FLAT-FOOTED ARMOR CLASS	15

INITIATIVE MODIFIER	TOTAL	= DEX MODIFIER	+ MISC MODIFIER
	4	4	

SAVING THROWS	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	3	1	2			
REFLEX (DEXTERITY)	8	4	4			
WILL (WISDOM)	0	1	-1			

CONDITIONAL MODIFIERS

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

BASE ATTACK BONUS	3	SPELL RESISTANCE	

GRAPPLE MODIFIER	TOTAL	= BASE ATTACK BONUS	+ STRENGTH MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER
	1	3	2	-4	

	TOTAL	= BASE ATTACK BONUS	+ STR MODIFIER / DEX MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER
MELEE attack bonus	6	3	2	1	0
RANGED attack bonus	8	3	4	1	0

Weapon Finesse

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	+8	1d4+2	18-20/x2
RANGE: -	TYPE: Piercing	NOTES: +2d6 Damage when flanking or target denied dex bonus	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier/MW Dagger	+6/+7	1d4+2/1d3+2	18-20/x2 & 19-20/x2
RANGE: -	TYPE: P/S	NOTES: +2d6 Damage when flanking or target denied dex bonus	
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Thrown Dagger	+9	1d3+2	19-20/x2
RANGE: 10	TYPE: Piercing	NOTES: +2d6 Damage when flanking or target denied dex bonus	
AMMUNITION	26		

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	
AMMUNITION			

SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 7 / 3

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER	
■	Appraise ■	INT	1	1			
■	Balance ■	★DEX	4	4			
■	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	8	1	5	2	→thieves tools
■	Disguise ■	CHA	-1	-1			
■	Escape Artist ■	★DEX	4	4			
■	Forgery ■	INT	1	1			
■	Gather Information ■	CHA	-1	-1			
☐	Handle Animal	CHA	-1	-1			
☐	Heal ■	WIS	-1	-1			
■	Hide ■	★DEX	12	4	4	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	8	-1	7	2	
■	Move Silently ■	★DEX	13	4	7	2	
■	Open Lock	DEX	13	4	7	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	4	4			
■	Search ■	INT	8	1	7		
■	Sense Motive ■	WIS	-1	-1			
■	Sleight of Hand	★DEX	7	4	3		
☐	Spellcraft	INT	1	1			
■	Spot ■	WIS	4	-1	5		
☐	Survival ■	WIS	-1	-1			
■	Swim ■	★STR	2	2			
■	Tumble	★DEX	11	4	7		
■	Use Magic Device	CHA	6	-1	7		
■	Use Rope ■	DEX	4	4			
☐			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

6,072

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					
? Potion	70				
? Potion	70				
			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 × MAX LOAD)	PUSH OR DRAG (5 × 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)

Uncanny Dodge

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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Notes