

Bellah Grovett

CHARACTER NAME
Rogue/Thief-Acrobat
 CLASS
5/2
 LEVEL
Small
 SIZE
Halfling(Lightfoot)
 RACE
Humanoid (Halfling)
 TYPE

PLAYER
Female
 GENDER
Chaotic Good
 ALIGNMENT
20
 AGE
3'1"
 HEIGHT
32 lbs
 WEIGHT

REGION
 DEITY
 EYES
 HAIR



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	10	+0			44			20 ft/x4
DEX DEXTERITY	19	+4			24	10	+6	+0
CON CONSTITUTION	14	+2				+4	+1	+1
INT INTELLIGENCE	13	+1				+1	+1	+1
WIS WISDOM	8	-1						
CHA CHARISMA	12	+1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+4	+1	+2	+0	+1		
REFLEX (DEXTERITY)	+12	+7	+4	+0	+1		
WILL (WISDOM)	+1	+1	-1	+0	+1		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
+4	+0	+5	+9

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Dagger	+8	1d3+1	19-20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dagger	+8	1d3	19-20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Dagger	+10	1d3+1	19-20/x2

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Dagger(Thrown)	+11	1d3+1	19-20/x2

SKILLS		MAX RANKS		10 / 5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input type="checkbox"/> Appraise ¹	INT	+1	1	+
<input type="checkbox"/> Balance ¹	DEX*	+16	4	10
<input type="checkbox"/> Bluff ¹	CHA	+1	1	+
<input type="checkbox"/> Climb ¹	STR*	+10	8	2
<input checked="" type="checkbox"/> Concentration ¹	CON	+2	2	+
<input type="checkbox"/> Craft skills... ¹	INT	+1	1	+
<input type="checkbox"/> Diplomacy ¹	CHA	+1	1	+
<input type="checkbox"/> Disable Device	INT	+13	1	10
<input type="checkbox"/> Disguise ¹	CHA	+1	1	+
<input type="checkbox"/> Escape Artist ¹	DEX*	+4	4	+
<input type="checkbox"/> Forgery ¹	INT	+1	1	+
<input type="checkbox"/> Gather Information ¹	CHA	+1	1	+
<input type="checkbox"/> Heal ¹	WIS	-1	-1	+
<input type="checkbox"/> Hide ¹	DEX*	+23	4	10
<input type="checkbox"/> Intimidate ¹	CHA	+1	1	+
<input type="checkbox"/> Jump ¹	STR*	+6	8	-2
<input type="checkbox"/> Listen ¹	WIS	+1	-1	2
<input type="checkbox"/> Move Silently ¹	DEX*	+16	4	10
<input type="checkbox"/> Open Lock	DEX	+16	4	10
<input type="checkbox"/> Perform skills ... ¹	CHA	+1	1	+
<input checked="" type="checkbox"/> Ride ¹	DEX	+4	4	+
<input type="checkbox"/> Search ¹	INT	+11	1	10
<input type="checkbox"/> Sense Motive ¹	WIS	-1	-1	+
<input type="checkbox"/> Spot ¹	WIS	-1	-1	+
<input checked="" type="checkbox"/> Survival ¹	WIS	-1	-1	+
<input type="checkbox"/> Swim ¹	STR**	+0	+	+
<input type="checkbox"/> Tumble	DEX*	+16	4	10
<input type="checkbox"/> Use Rope ¹	DEX	+4	4	+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

