

Banks the Crestfallen

CHARACTER NAME

Martial Rogue, Variant

1

Hotaru

PLAYER

Human

Chaotic Good

None

CLASS AND LEVEL

CAREER LEVEL

M

32

M

18½

RACE

Brown

Brown

Fair

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	17	3			HP HIT POINTS	8		30
DEX DEXTERITY	16	3			AC ARMOR CLASS	17 = 10 + 4 + 0 + 3 + 0 + 0 + 0 + 0	DAMAGE REDUCTION	
CON CONSTITUTION	14	2			TOTAL			0
INT INTELLIGENCE	15	2			TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	14
WIS WISDOM	11	0			INITIATIVE MODIFIER	3 = 3 + 0		
CHA CHARISMA	13	1			TOTAL			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	2 = 0 + 2 + 0 + 0 +						
REFLEX (DEXTERITY)	5 = 2 + 3 + 0 + 0 +						
WILL (WISDOM)	0 = 0 + 0 + 0 + 0 +						

BASE ATTACK BONUS	1	SPELL RESISTANCE	0
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GRAPPLE MODIFIER	4 = 1 + 3 + 0 + 0	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
STANDART ACTION	+4/+4	1d8+3/1d6+3	x3
RANGE	TYPE	NOTES	
5ft	S/P/B	Small Halberd, Small Pick	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
FULL ROUND ACTION	+2/+2	1d8+3/1d6+3	x3
RANGE	TYPE	NOTES	
5ft	S/P/B	Min 8 Max 20 dmg	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

CLASS SKILL	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)	4.0 / 2.0
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	
	☐ APPRAISE	INT	2.0	=	2	+ + +	
	☒ BALANCE	DEX*	4.0	=	3	+ 3.0 + -2	
	☐ BLUFF	CHA	1.0	=	1	+ + +	
	☒ CLIMB	STR*	5.0	=	3	+ 4.0 + -2	
	☐ CONCENTRATION	CON	2.0	=	2	+ + +	
	☐ CRAFT ()	INT	2.0	=	2	+ + +	
	☐ CRAFT ()	INT	2.0	=	2	+ + +	
	☐ CRAFT ()	INT	2.0	=	2	+ + +	
	☐ DECIPHER SCRIPT	INT	0.0	=	2	+ + +	
	☐ DIPLOMACY	CHA	1.0	=	1	+ + +	
	☒ DISABLE DEVICE	INT	4.0	=	2	+ 2.0 +	
	☐ DISGUISE	CHA	1.0	=	1	+ + +	
	☒ ESCAPE ARTIST	DEX*	1.0	=	3	+ + -2	
	☐ FORGERY	INT	2.0	=	2	+ + +	
	☐ GATHER INFORMATION	CHA	1.0	=	1	+ + +	
	☐ HANDLE ANIMAL	CHA	0.0	=	1	+ + +	
	☐ HEAL	WIS	0.0	=	0	+ + +	
	☒ HIDE	DEX*	3.0	=	3	+ 2.0 + -2	
	☐ INTIMIDATE	CHA	1.0	=	1	+ + +	
	☒ JUMP	STR*	5.0	=	3	+ 4.0 + -2	
	☒ KNOWLEDGE ()	INT	3.0	=	2	+ 1.0 +	
	☒ KNOWLEDGE ()	INT	3.0	=	2	+ 1.0 +	
	☒ KNOWLEDGE ()	INT	3.0	=	2	+ 1.0 +	
	☒ KNOWLEDGE ()	INT	3.0	=	2	+ 1.0 +	
	☒ KNOWLEDGE ()	INT	3.0	=	2	+ 1.0 +	
	☐ LISTEN	WIS	0.0	=	0	+ + +	
	☒ MOVE SILENTLY	DEX*	5.0	=	3	+ 4.0 + -2	
	☒ OPEN LOCK	DEX	5.0	=	3	+ 2.0 +	
	☐ PERFORM ()	CHA	0.0	=	1	+ + +	
	☐ PERFORM ()	CHA	0.0	=	1	+ + +	
	☐ PERFORM ()	CHA	0.0	=	1	+ + +	
	☐ PROFESSION ()	WIS	0.0	=	0	+ + +	
	☐ PROFESSION ()	WIS	0.0	=	0	+ + +	
	☐ RIDE	DEX	3.0	=	3	+ + +	
	☒ SEARCH	INT	6.0	=	2	+ 4.0 +	
	☐ SENSE MOTIVE	WIS	0.0	=	0	+ + +	
	☒ SLEIGHT OF HAND	DEX*	2.0	=	3	+ 1.0 + -2	
	☐ SPELLCRAFT	INT	0.0	=	2	+ + +	
	☒ SPOT	WIS	4.0	=	0	+ 4.0 +	
	☐ SURVIVAL	WIS	0.0	=	0	+ + +	
	☐ SWIM	STR*	-1.0	=	3	+ 4.0 + -4	
	☒ TUMBLE	DEX*	5.0	=	1	+ 1.0 +	
	☒ USE MAGIC DEVICE	CHA	2.0	=	3	+ 4.0 +	
	☒ USE ROPE	DEX	7.0	=	3	+ 4.0 +	
	☐ ()			=		+ + +	
	☐ ()			=		+ + +	
	☐ ()			=		+ + +	

■ 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.)

