

Rogue 1

LEVEL & CLASS

BACKGROUND

PLAYER NAME

Elf

RACE

ALIGNMENT

OTHER

CHARACTER NAME

+0

BASE ATTACK BONUS

-1

CMB

13

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

12

CMD

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

+2

14

SAVING THROWS

+0

FORTITUDE SAVE

+5

REFLEX SAVE

+1

WILL SAVE

SKILLS

- ☐ +1 Acrobatics
- ☐ +1 Appraise
- ☐ +6 Bluff
- ☐ -3 Climb
- ☐ +6 Diplomacy
- ☐ +0 Disable Device
- ☐ +2 Disguise
- ☐ -3 Escape Artist
- ☐ +1 Heal
- ☐ +2 Intimidate
- ☐ +9 Perception
- ☐ -3 Ride
- ☐ +7 Sense Motive
- ☐ +1 Sleight of Hand
- ☐ +1 Stealth
- ☐ +2 Survival
- ☐ -7 Swim

+9

PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Leather Armor
- Arrows, 20
- SP Backpack
- Ball Bearings (bag of 1,000)
- Bell
- GP 15 Candle, 5
- Crowbar
- PP Hammer
- Lantern, Hooded

Common Cloths

- String, 10 ft
- Piton, 10
- Oil, Flask, 2
- Rations, 1 day
- Tinderbox
- Waterskin
- Hemp Rope, 50 ft
- Thieves Tools
- Half of a Floorplan for a Castle

ATTUNEMENT SLOTS

FEATURES, TRAITS & FEATS

Low-Light Vision

Sneak Attack +1d6

Trapfinding +1

Woodcraft

FEATS

Alertness

Armor Proficiency (Light)

Elven Weapon Proficiencies

Rogue Weapon Proficiencies

Simple Weapon Proficiency - Al

NAME

ATTACK BONUS

DAMAGE/TYPE

Short Sword

-1

1d6-1 (19-20) piercing

Dagger

-1

1d4-1 (19-20) piercing

Shortbow

+3

1d6-1 (x3) piercing

PATHFINDER

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES, TRAITS & FEATS

TREASURE