FORGOTTEN REALMS

Lyra Moonshadow
CHARACTER

Wood Elf
RACE

Rogue
CLASS

Chaotic Neutral
ALIGNMENT

DEITY

LEVEL EXPERIENCE

PENALTY

F	22				Dark	Green	Green	
GENDER	AGE	SIZE	HEIGHT	WEIGHT	COMPLEXION	HAIR	EYES	HANDEDNESS

BIRTH / PAST / FAMILY

REGION/NATIONALITY / RESIDENCE

APPEARANCE

CLOTHING

Charlatan
PERSONALITY / MANNERISMS

False Identity
NOTES

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	6	3		
DEX	3			
CON	2			
INT	7	1		
WIS	2	1		
CHA	8	3		

SAVING THROWS

	TOTAL		BASE SAVE		ABI MOD		MAGIC MOD		MISC MOD		TEMP MOD
FORT CONSTITUTION		=		+		+		+		+	
REF DEXTERITY		=		+		+		+		+	
WILL WISDOM		=		+		+		+		+	

SAVE MODIFIERS   **RESISTANCES**

+2 racial bonus on saving throws against illusions.

HIT POINTS

TOTAL CURRENT NON-LETHAL

LIFT OVER HEAD	LIFT OFF GROUND	PUSH or DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

LOAD

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L					NORM
M					x4
H					x3

SPEED

ARMOR CLASS

= 10 + ___ + ___ + ___ + ___ + ___

NORMAL BASE ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD MISC MOD

FLAT-FOOTED

SPELL FAILURE

AC MODIFIERS

TOUCH

CHECK PENALTY

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT

PROFICIENT WITH : ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

INITIATIVE

___ = ___ + ___

TOTAL DEX MISC

INITIATIVE MODIFIERS

ATTACK BONUSES

BASE ATTACK BONUS

	TOTAL ATTACK BONUS		BASE ATTACK BONUS		ABI MOD		SIZE MOD		MISC MOD		TEMP MOD
MELEE STRENGTH		=		+		+		+		+	
RANGED DEXTERITY		=		+		+		+		+	
GRAPPLE STRENGTH		=		+		+		+		+	

ATTACK MODIFIERS
Super Swing

WEAPONS

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT	NOTES & RELATED FEATS
Rapier	22							Really fast

WEAPON PROFICIENCIES
☐ ALL SIMPLE
☐ ALL MARTIAL

COMBAT FEATS & NOTES

SKILLS	SKILL MOD		RANKS		ABI MOD		MISC MOD		KEY ABILITY	TYPE
Appraise ■	2	=		+		+		+	INT	
Balance ■*		=		+		+		+	DEX	
Bluff ■		=		+		+		+	CHA	
Climb ■*		=		+		+		+	STR	
Concentration ■	4	=		+		+		+	CON	
Craft ■ Unskilled		=		+		+		+	INT	
Craft ■ Alchemy	5	=		+		+		+	INT	
Craft ■ Blacksmith	2	=		+		+		+	INT	
Craft ■ Weaponsmith	1	=		+		+		+	INT	
Decipher Script		=		+		+		+	INT	
Diplomacy ■	13	=		+		+		+	CHA	
Disable Device		=		+		+		+	INT	
Disguise ■	5	=		+		+		+	CHA	
Escape Artist ■ *		=		+		+		+	DEX	
Forgery ■		=		+		+		+	INT	
Gather Information ■		=		+		+		+	CHA	
Handle Animal		=		+		+		+	CHA	
Heal ■		=		+		+		+	WIS	
Hide ■*		=		+		+		+	DEX	
Intimidate ■		=		+		+		+	CHA	
Jump ■*		=		+		+		+	STR	
Knowledge (arcana)		=		+		+		+	INT	
Knowledge (religion)		=		+		+		+	INT	
Knowledge (nature)		=		+		+		+	INT	
Knowledge Lantan local		=		+		+		+	INT	

SKILLS	SKILL MOD		RANKS		ABI MOD		MISC MOD		KEY ABILITY	TYPE
Knowledge		=		+		+		+	INT	
Knowledge		=		+		+		+	INT	
Knowledge		=		+		+		+	INT	
Listen ■		=		+		+		+	WIS	
Move Silently ■ *		=		+		+		+	DEX	
Open Lock		=		+		+		+	DEX	
Perform ■ Unskilled	6	=		+		+		+	CHA	
Perform ■		=		+		+		+	CHA	
Perform ■		=		+		+		+	CHA	
Profession Merchant		=		+		+		+	WIS	
Profession	2	=		+		+		+	WIS	
Profession		=		+		+		+	WIS	
Ride ■		=		+		+		+	DEX	
Search ■		=		+		+		+	INT	
Sense Motive ■	3	=		+		+		+	WIS	
Sleight of Hands *		=		+		+		+	DEX	
Spellcraft	6	=		+		+		+	INT	
Spot ■		=		+		+		+	WIS	
Survival ■		=		+		+		+	WIS	
Swim ■ * (doubled)		=		+		+		+	STR	
Tumble *		=		+		+		+	DEX	
Use Magic Device		=		+		+		+	CHA	
Use Rope ■	2	=		+		+		+	DEX	
		=		+		+		+		

■ Can be used untrained   * Armor Check Penalty Applies

SKILL MODIFIERS	RACIAL TRAITS & CLASS FEATURES	FEATS	LANGUAGES

EQUIPMENT	LOCATION	WGT
Leather armor		
Thieves' tools		
Burglar's pack		
Disguise kit		

EQUIPMENT	LOCATION	WGT

VALUABLES	AMOUNT