



Rebalanced Rogue

NAME		PLAYERNAME		DEITY		Neutral Good																																			
Rog5		Human		5' 8"		ALIGNMENT																																			
CLASS		Medium		160 lbs.		VISION																																			
5		RACE		HEIGHT		WEIGHT																																			
15000		0		Male		0																																			
Character Level		AGE		GENDER		POINTS																																			
NEXT LEVEL																																									
ABILITY NAME		BASE SCORE		BASE MOD		ABILITY SCORE		ABILITY MOD		TEMP SCORE		TEMP MOD		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																					
STR		11		+0		11		+0		11		+0		VP		44		WP		14		Walk 30 ft.																			
DEX		17		+3		17		+3		17		+3		AC		15		15		13		10		2		0		3		0		0		0		10		+0		0	
CON		14		+2		14		+2		14		+2		INITIATIVE		+3		+3		+0		TOTAL		DEX MODIFIER		MISC MODIFIER		BASE ATTACK		+3											
INT		18		+4		18		+4		18		+4		BASE ATTACK		+3																									
WIS		12		+1		12		+1		12		+1		BASE ATTACK		+3																									
CHA		14		+2		14		+2		14		+2		BASE ATTACK		+3																									
SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP		conditional modifiers																									
FORTITUDE		+3		+1		+2		+0		+0		+0		+0																											
REFLEX		+7		+4		+3		+0		+0		+0		+0																											
WILL		+2		+1		+1		+0		+0		+0		+0																											
MELEE		TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP																											
RANGED		+3		+3		+0		+0		+0		+0		+0																											
GRAPPLE		+6		+3		+3		+0		+0		+0		+0																											
UNARMED		TOTAL ATTACK BONUS		DAMAGE		CRITICAL		REACH																																	
*Rapier		+6		1d3		20/x2		5 ft.																																	
HAND		TYPE		SIZE		CRITICAL		REACH																																	
Off-hand		P		M		18-20/x2		5 ft.																																	
1H-P		To Hit		Dam		2W-P-(OH)		To Hit		Dam																															
1H-O		+7		1d6		2W-P-(OL)		+3		1d6																															
2H		+7		1d6		2W-OH		+3		1d6																															
Special Properties																																									
*Rapier +2		HAND		TYPE		SIZE		CRITICAL		REACH																															
Primary		P		M		18-20/x2		5 ft.																																	
1H-P		To Hit		Dam		2W-P-(OH)		To Hit		Dam																															
1H-O		+9		1d6+2		2W-P-(OL)		+5		1d6+2																															
2H		+9		1d6+2		2W-OH		+5		1d6+2																															
Special Properties																																									
ARMOR		TYPE		AC		MAXDEX		CHECK		SPELL FAILURE																															
*Leather		Light		+2		+6		+0		10																															

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER	
✓ Appraise	INT	11	=	4	+	7.0	+
✓ Balance	DEX	12	=	3	+	7.0	+
✓ Bluff	CHA	9	=	2	+	7.0	+
✓ Climb	STR	4	=	0	+	7.0	+
Climb (Using a rope)	STR	6	=	0	+	7.0	+
✓ Concentration	CON	2	=	2	+		+
✓ Craft (Untrained)	INT	4	=	4	+		+
Decipher Script	INT	9	=	4	+	5.0	+
✓ Diplomacy	CHA	5	=	2	+	1.0	+
Disable Device	INT	12	=	4	+	8.0	+
✓ Disguise	CHA	2	=	2	+		+
✓ Escape Artist	DEX	8	=	3	+	5.0	+
Escape Artist (Escape from rope bonds)	DEX	10	=	3	+	5.0	+
✓ Forgery	INT	4	=	4	+		+
✓ Gather Information	CHA	7	=	2	+	5.0	+
✓ Heal	WIS	1	=	1	+		+
✓ Hide	DEX	11	=	3	+	8.0	+
✓ Intimidate	CHA	4	=	2	+		+
✓ Jump	STR	4	=	0	+	5.0	+
✓ Listen	WIS	9	=	1	+	8.0	+
✓ Move Silently	DEX	11	=	3	+	8.0	+
Open Lock	DEX	11	=	3	+	8.0	+
✓ X Psychic (Mental Contact)	CHA	10	=	2	+		+
✓ Ride	DEX	3	=	3	+		+
✓ Search	INT	12	=	4	+	8.0	+
✓ Sense Motive	WIS	3	=	1	+	2.0	+
Sleight of Hand	DEX	10	=	3	+	5.0	+
✓ Spot	WIS	9	=	1	+	8.0	+
✓ Survival	WIS	1	=	1	+		+
✓ Swim	STR	0	=	0	+		+
Tumble	DEX	13	=	3	+	8.0	+
Use Magic Device	CHA	10	=	2	+	8.0	+
Use Magic Device (Scroll)	CHA	12	=	2	+	8.0	+
✓ Use Rope	DEX	11	=	3	+	8.0	+
Use Rope (Bind someone)	DEX	13	=	3	+	8.0	+
			=		+		+
			=		+		+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Rapier	Equipped	1	2.0	20.0	
Rapier +2	Equipped	1	2.0	8320.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs.	8350.0 gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

SPECIAL ABILITIES	
Evasion (Ex):	Take no damage on a successful Reflex save that deals half
Sneak Attack	+3d6
Trap Sense (Ex):	+1 to Reflex saves and dodge bonus AC against traps
Trapfinding:	Can locate traps with any DC
Uncanny Dodge	(Dex bonus to AC)

FEATS	
Agile Athlete	Use Dex modifier for Climb and Jump checks
Ambidexterity	Ignore off-hand penalties
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain, use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Weapon Focus (Rapier)	+1 bonus on all attack rolls with selected weapon.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Simple Weapon Proficiency	Use simple weapons normally.

PROFICIENCIES

LANGUAGES
Celestial, Common, Draconic, Dwarven, Gnoll

TEMPLATES

Notes:

Character Sheet Notes: