Sergor		
CHARACTER NAME	PLAYER NAME	REGION

DUNGEONS & DRAGONS® CAMPAIGN SETTING
FORGOTTEN REALMS®

Rogue	Human	Medium	NE	Shar
CLASS	RACE	SIZE GENDER	ALIGNMENT	DEITY
5 (12)	Undead (augmented humanoid, extraplanar)			
LEVEL (ECL)	TYPE	AGE HEIGHT WEIGHT	EYES HAIR	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	19	+4		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	—	+0		
INT INTELLIGENCE	14	+2		
WIS WISDOM	12	+1		
CHA CHARISMA	12	+1		

	TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HIT POINTS	40			45 ft/x4

	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT BONUS	MISC. BONUS	ARMOR CHECK PENALTY	DAMAGE REDUCTION
AC ARMOR CLASS	23	= 10 +	4	0	4	0	5	0	0		15/magic

	ARMOR CLASS		ARMOR CLASS
TOUCH	14	**FLAT-FOOTED**	23

INITIATIVE	+4	=	4	+	0
	TOTAL		DEX MODIFIER		MISC. BONUS

BASE ATTACK	+3

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MISC. BONUS		TEMP. MODIFIER
FORTITUDE CONSTITUTION	+1	=	1	+	0	+	0	+	
REFLEX DEXTERITY	+8	=	4	+	4	+	0	+	
WILL WISDOM	+2	=	1	+	1	+	0	+	

GRAPPLE MODIFIER	+7	=	3	+	4	+	0	+	0
	TOTAL		BASE ATTACK		STR MODIFIER		SIZE MODIFIER		MISC. BONUS

SPELL RESISTANCE	0	**ARCANE SPELL FAILURE**		**ACTION POINTS**	

	TOTAL		BASE ATTACK		ABILITY MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
MELEE ATTACK BONUS	+7	=	3	+	4	+	0	+	0	+	
RANGED ATTACK BONUS	+7	=	3	+	4	+	0	+	0	+	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork rapier	+8	1d6+4	18-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	P	Medium	One-handed

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ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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CONDITIONAL MODIFIERS

SKILLS

MAX RANKS:

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
×	Appraise[1]	INT	2	=	2	+	0	+	0
×	Balance[1]	DEX*	12	=	4	+	8	+	0
×	Bluff[1]	CHA	9	=	1	+	8	+	0
×	Climb[1]	STR*	4	=	4	+	0	+	0
	Concentration[1]	CHA	1	=	1	+	0	+	0
×	Craft skills…[1]	INT	2	=	2	+	0	+	0
×	Diplomacy[1]	CHA	11	=	1	+	8	+	2
×	Disguise[1]	CHA	9	=	1	+	8	+	0
×	Escape Artist[1]	DEX*	12	=	4	+	8	+	0
×	Forgery[1]	INT	2	=	2	+	0	+	0
×	Gather Information[1]	CHA	1	=	1	+	0	+	0
	Heal[1]	WIS	1	=	1	+	0	+	0
×	Hide[1]	DEX*	12	=	4	+	8	+	0
×	Intimidate[1]	CHA	3	=	1	+	0	+	2
×	Jump[1]	STR*	8	=	4	+	0	+	4
×	Listen[1]	WIS	9	=	1	+	8	+	0
×	Move Silently[1]	DEX*	18	=	4	+	8	+	6
×	Perform skills ...[1]	CHA	1	=	1	+	0	+	0
	Ride[1]	DEX	4	=	4	+	0	+	0
×	Search[1]	INT	10	=	2	+	8	+	0
×	Sense Motive[1]	WIS	1	=	1	+	0	+	0
×	Sleight of Hand	DEX*	14	=	4	+	8	+	2
×	Spot[1]	WIS	9	=	1	+	8	+	0
	Survival[1]	WIS	1	=	1	+	0	+	0
×	Swim[1]	STR**	4	=	4	+	0	+	0
×	Use Rope[1]	DEX	4	=	4	+	0	+	0

[1] This skill can be used even if the character has zero skill ranks.
× This skill is a class skills for at least one of your classes.
* Armor check penalty, if any, applies.   ** Double the armor check penalty.