

Dan Hibiki
Gamble Hiltzman
CHARACTER NAME
Rogue/Ninja - 7/8
Elf CE
CLASS AND LEVEL
M 22 male 5'8" 130 brown black asian
SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	14	2			HP HIT POINTS 11			
DEX DEXTERITY	20	5	26	+8	AC ARMOR CLASS 25	10+		
CON CONSTITUTION	16	3	20	5	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE	14	2			TOUCH ARMOR CLASS 25	FLAT-FOOTED ARMOR CLASS 25	SIZE MODIFIER	NATURAL ARMOR
WIS WISDOM	16	3	20	5	INITIATIVE MODIFIER 8	8	DEX MODIFIER	DEFLECTION MODIFIER
CHA CHARISMA	10	0			TOTAL	DEX MODIFIER	MISC MODIFIER	DAMAGE REDUCTION

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	18	8	5	6			
REFLEX (DEXTERITY)	24	11	8	5			
WILL (WISDOM)	18	8	5	5			

BASE ATTACK BONUS	13	SPELL RESISTANCE			
GRAPPLE MODIFIER	15	13	2		
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
+4 Falcion	25/20/15	2d4	12-20
RANGE	TYPE	NOTES	
—	Slash	Improve Crit, Keen, Magic, Finesse	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow (comp)	23/18/13	1d8+2	×3
RANGE	TYPE	NOTES	
110'	Pierce	Anarchic, Magic, 2d6 lawful	

AMMUNITION Arrows

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	APPRAISE	INT				
	BALANCE	DEX*				
	BLUFF	CHA				
	CLIMB	STR*				
	CONCENTRATION	CON				
	CRAFT ()	INT				
	CRAFT ()	INT				
	CRAFT ()	INT				
	DECIPHER SCRIPT	INT				
	DIPLOMACY	CHA				
	DISABLE DEVICE	INT				
	DISGUISE	CHA				
	ESCAPE ARTIST	DEX*				
	FORGERY	INT				
	GATHER INFORMATION	CHA				
	HANDLE ANIMAL	CHA				
	HEAL	WIS				
	HIDE	DEX*				
	INTIMIDATE	CHA				
	JUMP	STR*				
	KNOWLEDGE ()	INT				
	KNOWLEDGE ()	INT				
	KNOWLEDGE ()	INT				
	KNOWLEDGE ()	INT				
	KNOWLEDGE ()	INT				
	LISTEN	WIS				
	MOVE SILENTLY	DEX*				
	OPEN LOCK	DEX				
	PERFORM ()	CHA				
	PERFORM ()	CHA				
	PERFORM ()	CHA				
	PROFESSION ()	WIS				
	PROFESSION ()	WIS				
	RIDE	DEX				
	SEARCH	INT				
	SENSE MOTIVE	WIS				
	SLEIGHT OF HAND	DEX*				
	SPELLCRAFT	INT				
	SPOT	WIS				
	SURVIVAL	WIS				
	SWIM	STR*				
	TUMBLE	DEX*				
	USE MAGIC DEVICE	CHA				
	USE ROPE	DEX				

■ 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.)

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

[illegible]

TOTAL WEIGHT CARRIED

FEATS

PG.
Combat reflex (90)
Improved Crit.
Improved unarm
Deflect arrow
Quick draw
Weapon Finesse

SPECIAL ABILITIES

sneak attack
+8d6
Improved -
Evasion
Invisibility
Gas. form
Fast Climb
Silencing Att.
Uncanny Dodge
Always Sneaky
Improved -
Kuri-Kiri
AC bonus +1

SPELLS

DOMAINS/SPECIALTY SCHOOL:

C

1st:

2ND:

3RD

4TH

5TH:

674

244

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

MONEY

CP

SP —

CP —

pp —