

Rogue 1

LEVEL & CLASS

Criminal/Spy

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

OTHER

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+0

10

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

SAVING THROWS

- ☐ -2 STRENGTH
- ☐ +3 DEXTERITY
- ☐ +0 CONSTITUTION
- ☐ +1 INTELLIGENCE
- ☐ +1 WISDOM
- ☐ +2 CHARISMA

SKILLS

- ☐ +3 ACROBATICS (DEX)
- ☐ +1 ANIMAL HANDLING (WIS)
- ☐ +1 ARCANA (INT)
- ☐ -1 ATHLETICS (STR)
- ☐ +2 DECEPTION (CHA)
- ☐ +1 HISTORY (INT)
- ☐ +1 INSIGHT (WIS)
- ☐ +2 INTIMIDATION (CHA)
- ☐ +1 INVESTIGATION (INT)
- ☐ +1 MEDICINE (WIS)
- ☐ +1 NATURE (INT)
- ☐ +1 PERCEPTION (WIS)
- ☐ +2 PERFORMANCE (CHA)
- ☐ +2 PERSUASION (CHA)
- ☐ +1 RELIGION (INT)
- ☐ +3 SLEIGHT OF HAND (DEX)
- ☐ +3 STEALTH (DEX)
- ☐ +1 SURVIVAL (WIS)
- ☐ _____

+1

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

14

ARMOR CLASS

+3

INITIATIVE

35 ft.

SPEED

8

MAXIMUM HP

TEMPORARY HP

CURRENT HP

1d8

HIT DIE

DEATH SAVES

NAME

ATTACK BONUS

DAMAGE/TYPE

Dagger

+5

1d4+3 piercing

Shortbow

+5

1d6+3 piercing

Short Sword

+5

1d6+3 piercing

EQUIPMENT

- CP Leather Armor
- Arrows, 20
- SP Backpack
- Ball Bearings (bag of 1,000)
- GP Bell
- 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

Expertise • PHB 96 - Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

Sneak Attack • PHB 96 - Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant • PHB 96 - You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

WOOD ELF RACIAL TRAITS

Darkvision • BR 23 - You can see in darkness (shades of gray) up to 60 ft.

Keen Senses • BR 23 - You have proficiency in the Perception skill.

Fey Ancestry • BR 23 - You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance • BR 23 - You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Mask of the Wild • BR 24 - You can attempt to hide even when you are only lightly obscured.

ADDITIONAL FEATURES & TRAITS

TREASURE