

CHARACTER NAME

2 Rogue
LEVEL & CLASS

PLAYER NAME

Charlatan
BACKGROUND

Dwarf, Mountain 300
RACE EXPERIENCE

900
Next Level

STRENGTH

+2

14

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+1

13

CHARISMA

+2

14

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

SKILLS

+6 Acrobatics (Dex)

+1 Animal Handling (Wis)

-1 Arcana (Int)

+2 Athletics (Str)

+4 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)

+4 Persuasion (Cha)

-1 Religion (Int)

+4 Sleight of Hand (Dex)

+6 Stealth (Dex)

+1 Survival (Wis)

+4 Thieves' Tools (Dex)

18
MAXIMUM HIT POINTS

+2
PROFICIENCY BONUS

13
ARMOR CLASS

Temporary Hit Points:

+2
INITIATIVE

2 LEVEL **d8+1** DIE **USED**

25 ft
ENCUMBERED

25 ft
SPEED

SUCCESSSES

FAILURES

DEATH SAVES

HIT DICE

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED

ACTIONS

BONUS ACTIONS

REACTIONS

Cunning Action

ACTIONS

AC

11

DESCRIPTION

Armor **Leather**

Shield

2 Dex ☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

☒ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☒ Simple ☐ Martial ☐ Other Weapons:

Battleaxe, Hand Crossbow, Longsword, Rapier, Shortsword, Warhammer

LANGUAGES

Common

Thieves' Cant

Dwarvish

TOOLS & OTHERS

Thieves' tools

Disguise kit

Forgery kit

smith, brewer, or mason tools

PROFICIENCIES

11

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME

TOTAL

Arrows

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

Shortsword

PROF ABILITY

✓ Str

RANGE

Melee

TO HIT

+4

DAMAGE

1d6+2

DAMAGE TYPE

Piercing

Finesse, light; Sneak attack 1d6

DESCRIPTION

Shortbow

✓ Dex

80/320 ft

+4

1d6+2

Piercing

Ammunition, two-handed; Sneak attack 1d6

ATTACKS: WEAPONS & CANTRIPS

Rogue, level 2:

♦ Expertise (Rogue 1, PHB 96) [with two skills]

I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level

♦ Sneak Attack (Rogue 1, PHB 96) [1d6]

Once per turn, I can add damage to finesse/ranged attack if I have adv.

I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

♦ Thieves' Cant (Rogue 1, PHB 96)

I know the secret rogue language that I can use to convey messages inconspicuously

♦ Cunning Action (Rogue 2, PHB 96)

I can use a bonus action to take the Dash, Disengage, or Hide action

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **False Identity**

I have created a second identity that includes documentation, established acquaintances, and disguises that allow me to assume that persona. Additionally, I can forge documents, including official papers and personal letters, as long as I have seen an example of the kind of document or the handwriting I am trying to copy.

BACKGROUND FEATURE

Mountain Dwarf (+2 Strength, +2 Constitution)

Stonecunning:

Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

ATTUNED MAGICAL ITEMS

SUBTOTAL

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

ENCUMBERED

71 - 140 lb

HEAVILY ENCUMBERED

141 - 210 lb

PUSH/DRAW/LIFT

211 - 420 lb