

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +5 Dexterity
- ☐ +1 Constitution
- ☐ +3 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +4 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☐ +5 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.

PERSONALITY TRAITS

Change:

The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

IDEALS

No one else should have to endure the hardships I've been through.

BONDS

If I'm outnumbered, I will run away from a fight.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

1d6+3 piercing

1d6+3 piercing

1d4+3 piercing

Weapons:

Shortbow has a range of 80ft, or 320ft with disadvantage.

Can make 2 dagger attacks per round. Can throw daggers 20ft, or 60ft with disadvantage.

Spells:

Can cast "Dancing Lights" as an action.

Sneak Attack:

Extra 1d6 damage, once per turn.

ATTACKS & SPELLCASTING

Superior Darkvision:

You can see in dim light within 120ft of you as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry:

You have advantage on saving throws against being charmed, and magic can't put you to sleep

Sunlight Sensitivity:

You have disadvantage on attack rolls and perception checks that rely on sight when the target is in direct sunlight.

City Secrets:

You know the secret patterns and flow to cities, and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations twice as fast as your speed would normally allow.

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PASSIVE WISDOM (PERCEPTION)

Armour:

Light armour

Weapons:

Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools:

Thieves' Tools, Disguise Kit

Languages:

Common, Elven, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Weapons:

2x daggers, shortbow, 20 arrows, shortsword

Armour:

Leather armour

Tools:

Thieves Tools

Misc:

1000x ball bearings, 10ft string, bell, 5x candles, crowbar, hammer, 10x pitons, hooded lantern, 2x flask of oil, 5x rations, tinderbox, waterskin, 50ft rope, brass ring that never tarnishes, knife, mother's earring, common clothes, pet rat called Knut.

EQUIPMENT

FEATURES & TRAITS

Sneak Attack

Once per Round

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Cunning Action

Once per Round

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE