

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

**25 ft**  
ENCUMBERED

**25 ft**  
SPEED

**HIT DICE**

**DEATH SAVES**

**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