

2 Rogue
LEVEL & CLASS

PLAYER NAME

Charlatan
BACKGROUND

Dwarf, Mountain 300
RACE EXPERIENCE

900
Next Level

CHARACTER NAME

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:

CURRENT HIT POINTS

+2 INITIATIVE

SUCCESSES: 0/3

FAILURES: 0/3

DEATH SAVES

LEVEL 2 DIE d8+1 USED

HIT DICE

ENCUMBERED 25 ft

SPEED 25 ft

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED

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

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Cunning Action	

ACTIONS

AMMUNITION

NAME: Arrows

TOTAL: 0

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME:

TOTAL: 0

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Shortsword	✓	Str	Melee	+4	1d6+2	Piercing
Finesse, light; Sneak attack 1d6						
Shortbow	✓	Dex	80/320 ft	+4	1d6+2	Piercing
Ammunition, two-handed; Sneak attack 1d6						

