DUNGEONS & DRAGONS®

Ayb the Marketeer	Rogue 1	Charlatan
CHARACTER NAME	CLASS & LEVEL	BACKGROUND
	Half-Elf (High)	Chaotic Neutral
	RACE	ALIGNMENT
		0
		EXPERIENCE POINTS

PLAYER NAME

STRENGTH	8 (-1)
DEXTERITY	16 (+3)
CONSTITUTION	12 (+1)
INTELLIGENCE	14 (+2)
WISDOM	10 (10)
CHARISMA	16 (+3)

INSPIRATION

+2 PROFICIENCY BONUS

○	-1	Strength
◉	+5	Dexterity
○	+1	Constitution
◉	+4	Intelligence
○	+0	Wisdom
○	+3	Charisma

SAVING THROWS

◉	+5	Acrobatics (Dex)
○	+0	Animal Handling (Wis)
○	+2	Arcana (Int)
○	-1	Athletics (Str)
◉	+7	Deception (Cha)
◉	+4	History (Int)
◉	+2	Insight (Wis)
○	+3	Intimidation (Cha)
○	+2	Investigation (Int)
○	+0	Medicine (Wis)
○	+2	Nature (Int)
◉	+2	Perception (Wis)
○	+3	Performance (Cha)
◉	+5	Persuasion (Cha)
○	+2	Religion (Int)
◉	+5	Sleight of Hand (Dex)
◉	+7	Stealth (Dex)
○	+0	Survival (Wis)

SKILLS

14 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d8

1

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

You don't have to have two faces when shilling a product, but it sure helps.

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8 + 3
Shortbow	+5	1d6 + 3
Dagger	+5	1d4 + 3

ATTACKS & SPELLCASTING

Sneak Attack: 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..

Expertise: Your proficiency bonus is doubled for any Deception or Stealth checks you make.

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

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

Darkvision: Thanks to your elven blood, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Weapon: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Armor: Light armor
Tools: Disguise and Forgery kit, thieves' tools
Languages: Common, Elvish, Sylvan, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 15
PP

A rapier, shortbow w/20 arrows, two daggers, leather armo, thieves' tools, backpack, bedroll, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, fine clothes, a disguise kit, and ten stoppered bottles filled with colored liquid

EQUIPMENT

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