



Rogue 1	Folk Hero	Nick
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Wood Elf	CN	
RACE	ALIGNMENT	EXPERIENCE POINTS

**STRENGTH**  
-1  
8

**DEXTERITY**  
+4  
19

**CONSTITUTION**  
+2  
15

**INTELLIGENCE**  
+1  
12

**WISDOM**  
+1  
12

**CHARISMA**  
+1  
13

**INSPIRATION**

**PROFICIENCY BONUS**  
+2

**SAVING THROWS**

- 1 Strength
- +6 Dexterity
- +2 Constitution
- +3 Intelligence
- +1 Wisdom
- +1 Charisma

**SKILLS**

- +8 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +1 Arcana (Int)
- +3 Athletics (Str)
- +1 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +3 Survival (Wis)

**15** ARMOR CLASS

**+4** INITIATIVE

**35** SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am confident in my own abilities and do what I can to instill confidence in others  
PERSONALITY TRAITS

Freedom: Tyrants must not be allowed to oppress the people  
IDEALS

I worked the land, I love the land, and I will protect the land  
BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure  
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+6	1d8+4 / P
Short Bow	+6	1d6 / P
Dagger	+6	1d4+4 / P

ATTACKS & SPELLCASTING

Medium Size  
Darkvision 60ft  
Advantage vs Charm  
Cannot be put to sleep by magic  
Mask of the Wild

Expertise: Acrobatics, Athletics  
Sneak Attack: 1d6  
Thieves Cant

FEATURES & TRAITS

**13** PASSIVE WISDOM (PERCEPTION)

Proficiency: Simple Weapons, Hand Crossbow, Rapier, Longsword, Shortsword, Long Bow, Short Bow, Thieves Tools, Vehicles (Land), Bowyer/Fletcher's Tools

Common, Elven

OTHER PROFICIENCIES & LANGUAGES

Rapier

Shortbow w/ 20 Arrows

Burglar's Pack

Dagger (x2)

Thieves Tools

Bowyer/Fletcher Tools

Shovel

Iron Pot

Common Clothes

Belt Pouch

Petrified Mouse

**10** GP

EQUIPMENT



	5'1"	128;bs
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

7

4

8

2

5

9

SPELLS KNOWN