

William Hurst

CHARACTER NAME

Rogue 3

CLASS & LEVEL

PLAYER NAME

Human

RACE

Charlatan

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

-1

8

- ☐ +0 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +4 Intelligence
- ☐ +2 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers

Advantage made to avoid or resist traps.

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +2 Arcana INT
- ☐ +0 Athletics STR
- ☒ +1 Deception CHA
- ☐ +2 History INT
- ☐ +2 Insight WIS
- ☐ -1 Intimidation CHA
- ☒ +4 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +2 Nature INT
- ☒ +6 Perception WIS
- ☐ -1 Performance CHA
- ☒ +1 Persuasion CHA
- ☐ +2 Religion INT
- ☒ +5 Sleight of Hand DEX
- ☒ +7 Stealth DEX
- ☐ +2 Survival WIS
- ☒ +5 Thieves' tools (DEX)
- ☒ +3 Disguise kit (CHA)
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

Resistances - Damage Dealt By Traps.

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

21

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HIT POINTS

Total

3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Common, Elvish, Thieves' Cant

Second-Story Work

Climbing costs you no extra movement, and when you make a running jump, the distance you cover increases by +3 feet.

PROFICIENCIES & LANGUAGES

Cunning Action & Fast Hands

You can take a bonus action on each of your turns to take the Dash, Disengage, Sleight of Hand, or Hide action, or to use an object such as your thieves' tools.

Sneak Attack

Once per turn, you can deal an extra 2d6 damage to one creature if you have advantage on the attack roll or if the creature is distracted.

Dual Weapon Fighting

You may use a bonus action to attack with your off-hand dagger.

Inventory

Leather armor, 2 daggers, shortsword, shortbow, robe of useful items, fine clothes, disguise kit, thieves' tools, crowbar, hammer, 10 pitons, 10 rations, 50' rope, tinderbox, 10 torches, waterskin, deck of marked cards.

Robe of Useful Items

Dagger, bullseye lantern (filled and lit), steel mirror, 10-foot pole, hempen rope (50 feet, coiled), 4 healing potions, spell scrolls (see handout), wooden ladder (24'), window (2'x4'), 5 pearls, riding horse.

ACTIONS

16

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Shortsword

+5

1d6+3 Piercing

Dagger (off hand)

+5

1d4 Piercing

Thrown, Range 20', 60' with disadvantage

Shortbow

+5

1d6+3 Piercing

Range 80', 320' with disadvantage

Unarmed Strike

+2

Unarmed Strike

WEAPON ATTACKS & CANTRIPS