

Right Left

CHARACTER NAME

Rogue/Arcane Trickster 1

CLASS & LEVEL

Gnome/Tree Gnome

RACE

Criminal

BACKGROUND

Lawful Neutral

ALIGNMENT

George

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

11

0

DEXTERITY

18

+4

CONSTITUTION

15

+2

INTELLIGENCE

17

+3

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- 0 Strength
 - +6 Dexterity
 - +2 Constitution
 - +5 Intelligence
 - +2 Wisdom
 - +2 Charisma

SAVING THROWS

- SKILLS
- +6 Acrobatics (Dex)
 - +2 Animal Handling (Wis)
 - +3 Arcana (Int)
 - 0 Athletics (Str)
 - +4 Deception (Cha)
 - +3 History (Int)
 - +2 Insight (Wis)
 - +2 Intimidation (Cha)
 - +5 Investigation (Int)
 - +2 Medicine (Wis)
 - +3 Nature (Int)
 - +2 Perception (Wis)
 - +2 Performance (Cha)
 - +4 Persuasion (Cha)
 - +3 Religion (Int)
 - +6 Sleight of Hand (Dex)
 - +6 Stealth (Dex)
 - +2 Survival (Wis)

SKILLS

16

ARMOR CLASS

+4

INITIATIVE

25

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

The first thing I do in a new place is note the locations of everything valuable-or where such things could be hidden.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Shortsword +2 1d6 piercing

Rapier +2 1d8 piercing

ATTACKS & SPELLCASTING

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Sneak Attack. 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. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant. During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

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PASSIVE WISDOM (PERCEPTION)

Languages. Common, Gnomish

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Thieves tools, Thieves

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Right Left

CHARACTER NAME

200

AGE

3' 6"

HEIGHT

35 lbs

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

Lined writing area for character details.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Expertise:

- Stealth
- Thieve's tools

CHARACTER BACKSTORY

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ADDITIONAL FEATURES & TRAITS

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TREASURE

