Player:	ecord		Race	ARACTER NAME	Class	Rogue
	Character Constitution	D-1	Alignment	loi		
Campaign:	Character Creation	Date:	Alighment	Size Sase Speed	Deity Ac	Level
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	HIT POINT	Speed		Speed Modifier D
Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available H	t Dice	Death Saves
CON			d			Pass 🗆 🗆 🗆
INT		-		Add CON modifer	to each HD.	Exhaustion
wis		\dv:				Level Effect
СНА		Disad:	d>a	10/0	₩ ₩	□ 1 DA on ability checks □ 2 Speed halved □ 3 DA on attacks and say
Wis	Passive Percep	tion				☐ 4 HP maximum halved ☐ 5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION F	ROFICIEN	□6 Death
Description		TYPE		PROFIC		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS	•		SAVES:
DAMAGE DICE	□↓	DAMAGE	Dex	Acrobatic		
	++=[Wis	Animal Hr Arcana 🗵	-	TOOLS:
	<u> </u>		Str 🗆	Athletics		10023.
WEAPON Description	REACH	or RANGE DAMAGE	Cha□	Deception	×2 ½	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History 🗵		WEAPONS:
一十し DAMAGE DICE □	+ + =]↓ ↓	DAMAGE	Wis Cha	Insight 🗵 Intimidati		
	++=[Int	Investigat		
аммо □□	<u> </u>		Wis	Medicine	×2 1/2	
WEAPON	REACH	or RANGE DAMAGE		Nature 🗵		ARMOR:
Description PROFICIENCY	MAGIC MISC.		Wis□_ Cha□	Perceptio Performa		
	+ + = }+	DAMAGE	Cha □	Persuasio		OTHER:
DAINAGE DICE	+ + + = = [DAMAGE	Int 🗆	Religion 🗵		
АММО 🗆		000000	Dex Dex	Sleight of		2
WEAPON	REACH	or RANGE DAMAGE		Stealth ⊠ Survival ⊠		
Description	MAGIC MISC.	ATTACK BONUS				
+	++=[Hostida (dillinging statication)]			
DAMAGE DICE	\downarrow \downarrow MISC.	DAMAGE	ıl ———			
AMMO 🗆			4			
WEAPON		or RANGE DAMAGE	_			
Description						
PROFICIENCY 十	MAGIC MISC.	ATTACK BONUS	լ			
DAMAGE DICE	□↓ ↓ MISC.	DAMAGE	1			
			<u> </u>			
1 66/	000000000000					

page: 1

ARMOR	ARMOR CL	ASS (AC) Calcula	tions SC. AC			#
		10 + H	SC. AC	CHARACTER NA	AME	"
		+ +		Age	Gender	┙
Weight ME	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight	<u> </u>
HIELD	12 MAY	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	
	AVY ARMOR	++	<u> </u>	Skin	Handedness	
Weight □ ○sh	SIELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description		
rotective I	tems		AC Weight			
		В	Sonus			
						CHARACTER SKETCH
ther Equip	ment			Languages		
ITEM	WT.	ITEM	WT.			
			\Box	Race		
	X =		X =	Ability Adj. Traits	7	
	X =		X =	a l'aits		
	X =		X =	Proficiencies		
	X =		X =			
	X =		X =	Racial Lang's		
0	X =	Filha	X =	Background	4	
Miss	X	DE CO	X =			
	X	PAT MAROUTE	X =	Proficiencies		
100000	X =		X =			
		288		Equipment		
12/11/11				Bkgnd Lang's		
11 11 11 11	X =		P -	Personality	y	
	X =		X =			
	X =		X =			
	X =		X =	Ideals		
	X =	0.11 0.11	X =			
Nillian Comment	X =	Coin Purse		Bonds		
	CARRYING	DIISH DRAC	OTAL WEIGHT			
	CARRYING ×2		OTAL WEIGHT CARRIED			
festyle	CD	Expenses/Day	200	Flaws		
reasure CP	SP	EPGP	PP			
				Feature		
				Magic Item:		Attuned
			Attun	ed Magic Item:		Attuned
lagic Item:						

Employ	kground or Not			#
3 4 4 4 4		CHARACTE	R NAME	

- E	ROGUE Level:	CHARACTER NAM	ME Archatuna	#
	2!	The state of the s	Archetype:	
		Sneak Attack		
		# of Dice Die Type		
	,			
	(F.F. A.I	RCANE TRICKSTE	A Think	
	- Service A	CANE INICKSIE		
Spell Save D	Spell Attack	Cantrips Spel	Is Spell Slots and C	astings
8+ + + + =		Known Know	V11 1st 2nd 3rd	
P.B. INT MISC.	LEGEND: INT = Intelligence Modi	fier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos	s or Magical Modifier	<u> </u>
المن	· M	SPELLS /		
	Regain spell slots a	fter a long rest. See page 210 in the P ell List. (Arcane Tricksters use Wizard	layer's Handbook	
		Known Cantrips		
antrip	Page Cantrip	Page Cantrip	Page Cantrip	Page
LVL Spell		Known Spells Page LVL Spell		Page
·				
Notes:				