Player:	ecord		Race		Class	Rogue
	Character Counting	D-1	Alignment	Oi		
Campaign:	Character Creation	Date:	Alighment	Size Sase Speed	Deity A	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	— <u> </u>					
DEX		\ /	HIT DICE total	Available H	it Dice	Death Saves
CON	— <u> </u>		d			Pass 🗆 🗆 🗆 Fail
INT				Add CON modifer	to each HD.	Exhaustion
wis		\dv:				Level Effect
СНА		Disad:	<i>A</i>	POR	W V	□ 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 P	ROFICIEN	CY Death
Description		TYPE		PROFIC	CIENCII	E <u>S</u>
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	SKILLS	<u>-</u> n		SAVES:
DAMAGE DICE	MISC.	DAMAGE	Dex	Acrobatics		
	++		Wis	Animal Hr Arcana 🖂	-	TOOLS:
			Str 🗆	Athletics		23323
WEAPON Description	REACH	or RANGE DAMAGE	Cha	Deception		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int	History 🗵		WEAPONS:
DAMAGE DICE _		DAMAGE	Wis	Insight 🗵 Intimidati		
	++=		Int 🗆	Investigat		
аммо □□□	<u></u>		,	Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature 🗵		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha Cha	Perceptio Performa		
	+ + =]	DAMAGE	Cha□	Persuasio		OTHER:
		D. 410-10-1	Int 🗆	Religion 🗵		
аммо □□□		000000	Dex Dex	Sleight of Stealth ×2		
WEAPON	REACH	or RANGE DAMAGE		Survival 🗵		
Description	MAGIC MISC.	ATTACK BONUS				
+	++=[Hadrida Sanniano Harconii]			
DAMAGE DICE	$\downarrow \downarrow \downarrow \downarrow \downarrow Misc.$	DAMAGE	1			
AMMO 🗆 🗆			4			
WEAPON	REACH	or RANGE DAMAGE				
Description	MAGIC MISC.	ATTACK BONUS				
	++=[AI IAUR BUNUS				
DAMAGE DICE		DAMAGE				
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	<u> </u>		<u> </u>			

page: 1

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ELD MESURY ARMOR MAGIC							
ABMOR MAGIC MISC. AC HEAVY ARMOR MAGIC MISC. AC HEAVY ARMOR MAGIC MISC. TOTAL WEIGHT CAPACITY OF UFT CARRIED PLANS ARMOR MAGIC MISC. TOTAL WEIGHT CAPACITY OF UFT CARRIED PLANS ARMOR MAGIC MISC. TOTAL WEIGHT CAPACITY OF UFT CARRIED PLANS ARMOR MAGIC MISC. TOTAL WEIGHT CAPACITY PUSH. DRAG. TOTAL WEIGHT CAPACITY P	Weight MED	HOR +		AC		3	
SHIELD feed to AG +2 +2 +4 +4 +4 +4 +4 +4	HIELD	+2 MAX		ISC. AC		7	# 15 m
Proficiencies CARRING Push, Drag, Or Ulff CARRICT CARRID CARRING CARRING		SI		ISC. +AC		Handedness	
Bonus CHARACTER SKETCH	Weight □ SHIE				Physical Description		N. J.
Languages Languages	rotective It	tems		AC Weight Bonus			
Languages Languages							
Race Ability Adj. Traits X =							CHARACTER SKETCH
Race Ability Adj. Traits Traits Proficiencies X =	ther Equip	ment	,	,	Languages		
Ability Adj. Traits Proficiencies X =	ITEM	WT.	ITEM	WT.	Race	7	
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Proficiencies X =		Ĥ					
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Racial Lang's Background X =		<u> </u>		Ĥ	Proficiencies		
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Bkgnd Lang's Personality X =		X =	U	X =	Proficiencies		
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asure CPSPEPGPPP					Donus		
asure CPSPEPGPPP		CARRYING ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED			
	festyle				Flaws		
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					Feature		
Magic Item: Attune					Magic Item:		Attuned
Item: Attuned Magic Item: Attuned Attuned	lagic Item:			Attun	ed Magic Item:		Attuned

Ellen	kground or Not			#
3 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		
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	- 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
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Notes:				