yer Character R Player:	accord		Race	ARACTER NAME	Class	Rogue
•	Claura tau Cara Nau	D-1	Alignment			
Campaign:	Character Creation	Date:	Alignment	Size Sase Speed	Deity A	djusted Initiative Modifier
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	_ HIT POINT			Speed Modifier De
Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available H	it Dice	Death Saves
CON			d			Pass 🗆 🗆 🗆 Fail
INT		•		Add CON modifer	to each HD.	Exhaustion
wis	l — — —	\dv:				- Level Effect
СНА		Disad:		To be	No 0/2	☐1 DA on ability checks☐2 Speed halved
Wis	Passive Percep	tion				☐3 DA on attacks and sav ☐4 HP maximum halved ☐5 Speed reduced to 0
Silocoli.		or RANGE DAMAGE	T INITIATIVE	INSPIRATION I	DOFICIEN	□6 Death
WEAPON Description	REACH	TYPE	INITIATIVE		CIENCI	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS			SAVES:
DAMAGE DICE [DAMAGE	Dex □	Acrobatic		
	++=[Wis	Animal Hr		
аммо □□	<u> </u>		Int Str	Arcana 🗵 Athletics [TOOLS:
WEAPON	REACH	or RANGE DAMAGE		Deception		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	 History ≥2		WEAPONS:
+[++		Wis	Insight 🗵		
DAMAGE DICE		DAMAGE] Cha_ Int _	Intimidati Investigat		
AMMO 🗆 🗆				Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int 🗆	Nature ×2		ARMOR:
Description	MAGIC MICC	TYPE TYPE	Wis	Perceptio		
□PROFICIENCY +	MAGIC MISC. + + + = = [ATTACK BONUS	Cha□	Performa		
DAMAGE DICE	MISC.	DAMAGE	☐ Cha☐ ☐ Int ☐	Persuasio Religion		OTHER:
			Dex	Sleight of		2
	<u></u>		Dex	Stealth 🗵	1/2	
WEAPON Description	REACH	or RANGE DAMAGE	Wis 🗆	Survival 🗵	2 1/2	
PROFICIENCY		ATTACK BONUS	,			
DAMAGE DICE [+	DAMAGE				
	++=[
аммо □□	<u> </u>	000000]			
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
+	+ + + = =	DAMAGE.				
DAMAGE DICE	$\exists \downarrow \qquad \downarrow \qquad Misc. \qquad $	DAMAGE	1			
						
	<u> </u>	<u></u>	J			
	1000000000000		_			

page: 1

ARMOR	DEX +	ASS (AC) Calcula MAGIC MIS	SC. AC		****	#
	DEX A	ARMOR MAGIC MIS	SC. AC	CHARACTER NA		
	RMOR +	++		Age	Gender	╡
Weight □ OM	EDIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	-
<u> Он</u>	EAVY ARMOR	++		Skin	Handedness	⊒.
Weight ☐ SHIELD (add to AC)				Physical Description	7	
rotective l	tems		AC Weight			
		B	Ollus			
						CHARACTER SKETCH
ther Equi	nment			Languages		
ITEM	WT.	ITEM	WT.			
11,6141		11.541		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =	. I VIIVICIICIES		
	X =		X =	Racial Lang's		
	× _273	79	X =	Background	d	
THE Y	X	III A	X =			
		PAT MARCH 1)	Ĥ	Proficiencies		
	X X =		X =			
	X =	-017	X =	Equipment		
	X =		X =			
A STATE OF THE STA	Χ =		X =	Bkgnd Lang's		
	X =		X =	Personality	<i>y</i>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =	-		
	X =	Coin Purse				
	1.			Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws		
reasure CF	SP	EPGP	PP			
				Factoria		
				Feature		
				Magic Item:		Attuned
tania Itana.			Attun	ed Magic Item:		Attuned
agic 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:				