

Tashio Sanagi

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Half-Drow

RACE

Charlatan (w/ spy)

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

19

+4

CONSTITUTION

15

+2

INTELLIGENCE

18

+4

WISDOM

18

+4

CHARISMA

18

+4

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☒ +6 Dexterity
- ☐ Constitution
- ☒ +6 Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ History (Int)
- ☒ Insight (Wis)
- ☐ Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +8 Perception (Wis)
- ☐ Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum $((1d8)+conmod)*Rogue_lvl$

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
1d8/Rogue_lvl

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I pocke tanything I see that might have some value.

PERSONALITY TRAITS

Creativity, I never run the same con twice.

IDEALS

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BONDS

I can't resist swindling people who are more powerful than me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

+8

PASSIVE WISDOM (PERCEPTION)

Light Armor
Simple Weapons
Hand Crossbows
Longswords
Rapiers
Shortswords
Thieves' tools
Disguise kit
Forgery kit

can speak, read, and write Common
can speak, read, and write Elvish
can speak, read, and write Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

15

- *dagger 1d4 piercing, 1 lb. Finesse, light, thrown(range 20/60)
- *dagger 1d4 piercing, 1 lb. Finesse, light, thrown(range 20/60)
- *shortsword 1d6 piercing, 2 lb. Finesse, light
- *shortbow 1d6 piercing, 2 lb. Ammunition (range 60/320), two-handed (20 arrows)
- *thieves' tools
- *disguise kit
- signet ring of an imaginary duke (for forging documents)
- set of fine clothes
- burglar's pack includes backpack, bag of 1000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, and a waterskin
- 50 feet of hempen rope

EQUIPMENT

-superior vision in dark and dim conditions
-can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
-you have advantage on saving throws against being charmed, and magic can't put you to sleep.
-you shave coins or forge documents
-false identity: you have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.
-Thieves' cant: can hide messages in seemingly normal conversation. Also understands secret rogue signs.
-Assassin Archetype (starting at lvl 3)
-Expertise: Double proficiency for:
---Thieves' tools
---Perception

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN