

Leonois Rivalen

CHARACTER NAME

Rogue (10)

CLASS & LEVEL

Human/Arkaion

RACE

Noble

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

20

+5

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

20

+5

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ 0 Strength
- ☒ +9 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☐ +2 Wisdom
- ☐ +5 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +13 Deception (Cha)
- ☒ +5 History (Int)
- ☒ +6 Insight (Wis)
- ☒ +13 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☒ +13 Performance (Cha)
- ☒ +13 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☐ +5 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

+15

INITIATIVE

30

SPEED

Hit Point Maximum 67

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortbow

+9

1d6 + 5 piercing

Rapier

+9

1d8 + 5 piercing

Rapier +1

+10

1d8 + 6 piercing

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dragonchess Set; Thieves' Tools

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Draconic; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

Arrow (20); Quiver (1); Waterskin (1); Signet ring (1); Bedroll (1); Thieves' Tools (1); Rations (1 day) (10); Scroll of Pedigree (1); Rope, hempen (1); Tinderbox (1); Mess kit (1); Backpack (1); Clothes, fine (1); Studded (1); Torch (10); Purse (1)

EQUIPMENT

-----Bonus Actions-----  
Cunning Action. Dash, Disengage or Hide (use once/turn, see PHB 96).

-----Actions-----  
Panache. Impose disadvantage on creature's attacks on others besides you if you success a CHA check contested by it's WIS check; it can only take opportunity attacks against you (lasts 1 minute, see SCAG 136).

-----Reactions-----  
Uncanny Dodge. Halve the damage from an attacker you can see that hits you (see PHB 96).

(additional features & traits on page 2)

FEATURES & TRAITS