DUNGEONS & DRAGONS®

Fargrim Frostbeard	Rogue, 3	Folk Hero	Eirik
CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	Dwarf(Hill)	Neutral good	900
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 20 (5)	INSPIRATION	
DEXTERITY 15 (2)	2 PROFICIENCY BONUS	
CONSTITUTION 18 (4)		
INTELLIGENCE 13 (1)		
WISDOM 14 (2)		
CHARISMA 17 (3)		

5	Strength
4	Dexterity
4	Constitution
3	Intelligence
2	Wisdom
3	Charisma

SAVING THROWS

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

SKILLS

13 ARMOR CLASS

5 INITIATIVE

25 SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	4	1d8 + 2
Shrtbw80/320	4	1d6 + 2
Dagger20/60	4	1d4 + 2

ATTACKS & SPELLCASTING

Stone Cunning
Darkvision
Dwarven Resilience
Expertise (Sleight of Hand, Stealth)

Sneak Attack:
Deal extra 2d6 damage to creature you hit with attack if advantage. You don't need advantage on attack if able ally within 5 feet of target, and you not at disadvantage.

Cunning Action:
Bonus action Dash, Disengage, or Hide.

Fancy Footwork:
Slip away without oppertunity/counterattack.

Rakish Audacity:
+CHA initiative.
Melee attacsk(5ft) can apply Sneak Attack without advantage if target alone (5ft).

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Common, Dwarvish, Thievs' Cant.

Simple weapons, hand crossbows, longswords, rapiers, shortswords, battleaxe, handaxe, light hammer, warhammer.

Brewer ' s Supplies, Thieves ' Tools, Leatherworker ' s Tools, Land Vehicles.

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

Rapier
Shortbow
20x Arrow
2x Dagger
Leather armor
Thieves' Tools
Leatherworker ' s Tools
Shovel
Iron pot
Common clothes
Explorer's Pack

EQUIPMENT

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CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9

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