

Rogue (1)

Man of Faith (Confidence Artist)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human/Illuskan

Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

0

10

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +3 Dexterity
- ☐ 0 Constitution
- ☒ +4 Intelligence
- ☐ +2 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☒ +3 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+3

1d4 + 1 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Calligrapher's Supplies; Disguise Kit; Forgery Kit; Jeweler's Tools; Thieves' Tools

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

Armor Proficiencies: Light

Language Proficiencies: Common; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

20

Clothes, common (1); Piton (10); Waterskin (1); Tent, two-person (1); Candle (5); Alms Box (1); Lantern, hooded (1); Oil (2); Disguise Kit (1); Book (1); Bedroll (1); Thieves' Tools (1); Rations (1 day) (5); Jeweler's Tools (1); Magnifying glass (1); Censer (1); Rope, hempen (1); String (1); Scale, merchant's (1); Vestments (1); Ink pen (1); Tinderbox (1); Clothes, traveler's (1); Hammer (1); Blanket (1); Bell (1); Forgery Kit (1); Backpack (1); Clothes, fine (1); Ball bearings (1); Crowbar (1); Sealing wax (1); Calligrapher's

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Gem (10 GP) (1)

TREASURE

CHARACTER BACKSTORY

FEATURES & TRAITS

-----Other Traits-----

Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their will to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you can see or hear you and can understand you. Each creature gains temporary hit point equal to your level + your Charisma modifier. A creature can't gain temporary hit points in this way again until they finish a short or long rest.

Sneak Attack. 1d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Thieves' Cant. Convey secret messages hidden in normal conversation.