

**Rosie**

CHARACTER NAME

**Rogue**

CLASS & LEVEL

**Halfling**

RACE

**Noble**

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

12

DEXTERITY

14

CONSTITUTION

10

INTELLIGENCE

10

WISDOM

9

CHARISMA

19

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
  - ☐ Dexterity
  - ☐ Constitution
  - ☐ Intelligence
  - ☐ Wisdom
  - ☐ Charisma

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

15

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **18**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

**1d8**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

1d4 piercing

ATTACKS & SPELLCASTING

**Inventory:**

CP

Dagger (Weapon) - 1d4 piercing damage  
Type: melee, Weight: 1 lbs, Value: 2 gp

SP

Leather (Armor) - AC: 11, Type: light,  
Weight: 10 lbs, Value: 10 gp

EP

Potion of Night Vision (Potion) -  
Effect: Gain darkvision (18m) for 1  
hour, Value: 10 gp

GP

Ring of Minor Invisibility (Magic Item)  
- Effect: Turn invisible for 1 minute  
(1/day), Weight: 0.1 lbs, Value: 35 gp

PP

EQUIPMENT

PERSONALITY TRAITS


IDEALS

BONDS

FLAWS

- **Lucky:** When rolling a natural 1 on a d20, you can reroll the die.
- **Brave:** Advantage on saving throws against fear.

FEATURES & TRAITS



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Cantripss:

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

Spellss: SPELL NAME

2

3

4

5

6

7

8

9