

Rogue (A. Trickster) [3] Guild Artisan

BACKGROUND

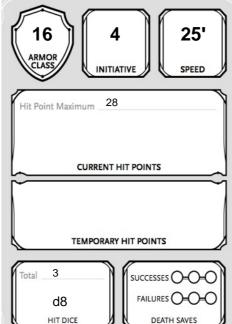
Meagen PLAYER NAME

Mountain Dwarf

Lawful Good ALIGNMENT

900 EXPERIENCE POINTS





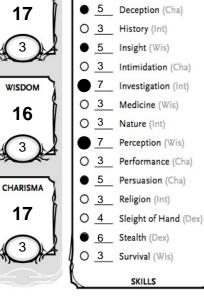




I am paranoid about shape-shifters, and quick to be suspiscious that someone is not what they seem.

FLAWS

Darkvision 60 feet



O 3 Arcana (Int)

O 4 Athletics (Str)



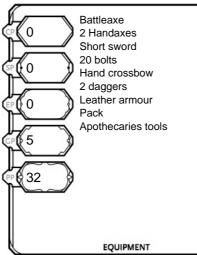
Advantage on saving throws vs poison Resistance to poison damage (1/2) Sneak attack: +2d6 damage Cunning Action: get one bonus action per round to Dash, Disengage or Hide. Mage Hand Legerdemain: Your Mage Hand is invisible You can pick locks/disarm traps at a distance Make a Dex vs Wis check to place or take an object from another creature

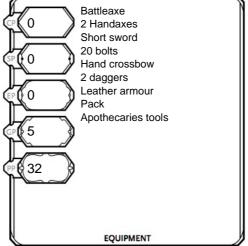
INTELLIGENCE

PASSIVE WISDOM (PERCEPTION)

Weapons: Battleaxe, Handaxe, Throwing Hammer, Warhammer, Simple weapons, Hand crossbows Longswords, Rapiers, Short Swords Apothecary's tools, Thieves Tools Stonecutting (x2 proficiency to stone related history) Light and medium armour Speak Dwarven, Thieves Cant and Common Deception, Investigation, Perception Stealth, Insight, Persuasion Boost Perception & Investigation

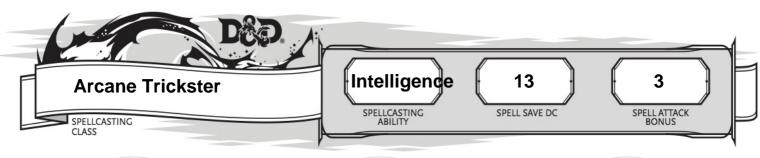
OTHER PROFICIENCIES & LANGUAGES





FEATURES & TRAITS





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0 CANTRIPS	3 0	6 0
Fire Bolt		
Mage Hand	0	0
Prestidigitation	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
SPELL LEVEL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1) 2	0	7) 0)
SPELL NAME	0	0
O Chromatic Spray		0
O Magic Missile	4 0	0
O Sleep		0
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