

Rogue (A. Trickster) [6] Guild Artisan CLASS & LEVEL BACKGROUND

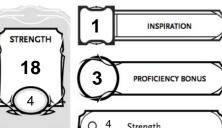
Mountain Dwarf Lawful Good

ALIGNMENT

Meagen
PLAYER NAME

14000

EXPERIENCE POINTS



DEXTERITY

18

4

CONSTITUTION

14

INTELLIGENCE

3

WISDOM

16

3

CHARISMA

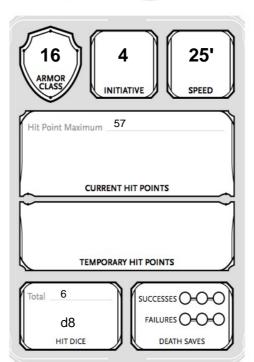
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NAME	ATK BONUS	DAMAGE/TYPE
Hammer OT +1	8	2d6+8 bludgeon
Battleaxe	7	1d8+7 slash
Handaxe	7	1d6+7 slash
Warhammer	7	1d8+7 bludgeon
Throwing Hamm	er 7	1d4+7 bludgeon
ATTAC	KS & SPELLC	ASTING

I believe that anything worth doing is worth doing right. I can't help it, I'm a perfectionist.

I always want to know how things work and what makes people tick. PERSONALITY TRAITS

Community. It is the duty of all civilised people to strengthen the bonds of community and the security of civilisation.

I owe my guild a gret debt for forging me into the person I am today.

BONDS

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

FLAWS

Darkvision 60 feet

Advantage on saving throws vs poison Resistance to poison damage (1/2)

Sneak attack: +3d6 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

Alert:

+5 bonus to initiative

Cannot be surprised while conscious

Others don't get advantage on attack rolls from being hidden

Uncanny Dodge:

When an attacker you can see hits you, you can user your reaction to halve the damage

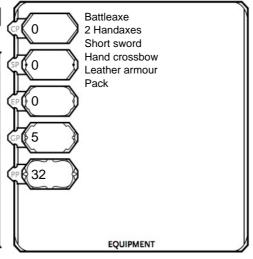
Expertise(1): Investigation, Perception

Expertise(2): Stealth, Insight

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

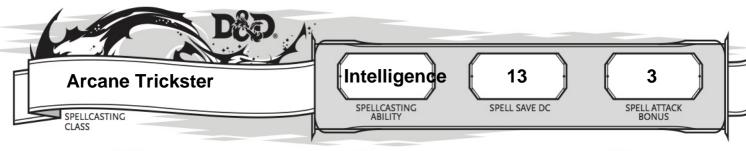
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Light and medium armour
Speak Dwarven, Thieves Cant and Common
Deception, Investigation, Perception
Stealth, Insight, Persuasion
Boost Perception & Investigation

OTHER PROFICIENCIES & LANGUAGES



**FEATURES & TRAITS** 





0 CANTRIPS	3 0	[6] 0
Fire Bolt		
Mage Hand	0	0
Prestidigitation	0	0
	0	0
	0	0
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<b>—</b>	0	0
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0	>
1 3	0	
] 3 2	0	[7] 0 )
Color Spray SPELL NAME	0	0
O Magic Missile	>	0
O Minor Illusion		
O_Sleep	4 0	0
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## **Cheery Littlebottom**

CHARACTER NAME

## Backpacks can hold no more then 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.



А	Apothecaries tools	
~	Small Pocket 1	
~		
	Coroll Docket 2	
$\sim$	Small Pocket 2	
_		
	Small Pocket 3	
$\cong$		=
	Small Pocket 4	

Flap Pouch	
27	
Middle Pouch	

Bed Roll	1	
Rope	150'	
Ammo	20 Bolts, 2 Daggers	
Torches	3	

	Treasure Purse
Copper =	0
Silver =	0
Electrum =	0
Gold =	0
Platinum =	0

Main Pouch	