

Rogue (A. Trickster) [3] Guild Artisan

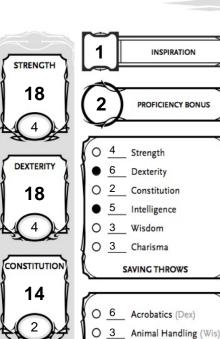
BACKGROUND

Meagen PLAYER NAME

Mountain Dwarf

Lawful Good ALIGNMENT

900 EXPERIENCE POINTS



O 5 Arcana (Int)

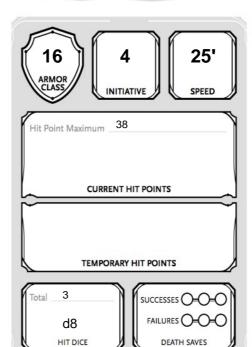
O 4 Athletics (Str) 5 Deception (Cha)

O 5 History (Int)

8 Stealth (Dex) O 3 Survival (Wis)

SKILLS

5 Insight (Wis)

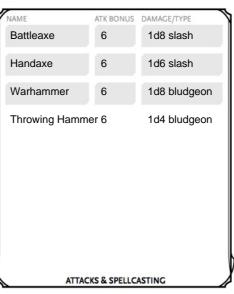






quick to be suspiscious that someone is not what they seem. FLAWS

0 3_	Intimidation (Cha)
9_9_	Investigation (Int)
0 3	Medicine (Wis)
0 5	Nature (Int)
<u>7</u>	Perception (Wis)
0 3	Performance (Cha)
• <u>5</u>	Persuasion (Cha)
O <u>5</u>	Religion (Int)
0 6	Sleight of Hand (Dex)
<u>8</u>	Stealth (Dex)



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

+5 bonus to initiative

Darkvision 60 feet

Cannot be surprised while conscious

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

INTELLIGENCE

3

WISDOM

16

3

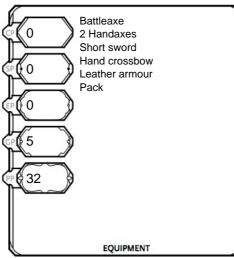
CHARISMA

17

PASSIVE WISDOM (PERCEPTION)

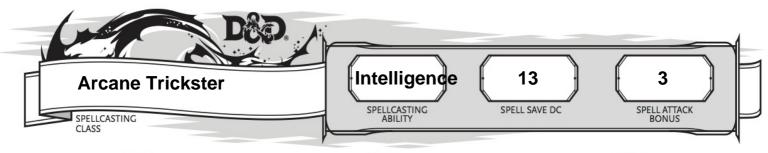
Weapons: Battleaxe, Handaxe, Throwing Hammer, Warhammer, Simple weapons, Hand crossbows Longswords, Rapiers, Short Swords Apothecary's tools, Thieves Tools Stonecutting (x2 proficiency to stone related history) Light and medium armour Speak Dwarven, Thieves Cant and Common Deception, Investigation, Perception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

OTHER PROFICIENCIES & LANGUAGES



FEATURES & TRAITS





O CANTRIPS	3 0	[6] 0)
Fire Bolt		
	0	0
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] 3)	0	7 0
	0	
SPELL NAME	0	0
O Color Spray		0
O Magic Missile	[4] 0)	0
O Minor Illusion		0
O_Sleep	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	
0	0	8 0)
0	0	
0	0	0
	0	0
2 0	0	0
	0	0
0	-	0
0		0
0	5 0	
0	0	9 0
0	0	
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0



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	