

CHARACTER NAME

Rogue (A.Trickster) [3]

CLASS & LEVEL

Outlander

BACKGROUND

Zoe

PLAYER NAME

Halfling (Lightfoot)

RACE

Lawful Good

ALIGNMENT

1000

EXPERIENCE POINTS

STRENGTH

15

2

DEXTERITY

20

5

CONSTITUTION

17

3

INTELLIGENCE

17

3

WISDOM

13

1

CHARISMA

17

3

1

INSPIRATION

2

PROFICIENCY BONUS

☐ 2 Strength

☒ 7 Dexterity

☐ 3 Constitution

☒ 5 Intelligence

☐ 1 Wisdom

☐ 3 Charisma

SAVING THROWS

☐ 5 Acrobatics (Dex)

☐ 1 Animal Handling (Wis)

☐ 3 Arcana (Int)

☒ 4 Athletics (Str)

☒ 5 Deception (Cha)

☐ 3 History (Int)

☐ 1 Insight (Wis)

☐ 3 Intimidation (Cha)

☐ 3 Investigation (Int)

☐ 1 Medicine (Wis)

☐ 3 Nature (Int)

☒ 3 Perception (Wis)

☐ 3 Performance (Cha)

☐ 3 Persuasion (Cha)

☐ 3 Religion (Int)

☒ 9 Sleight of Hand (Dex)

☒ 7 Stealth (Dex)

☒ 3 Survival (Wis)

SKILLS

18

ARMOR CLASS

5

INITIATIVE

25'

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I have a lesson for every situation, drawn from observing nature. I'm driven by a wanderlust that led me away from home.

PERSONALITY TRAITS

Greater Good. It is each person's responsibility to make the most happiness for the whole tribe.

IDEALS

It is my duty to provide children to sustain my tribe.

BONDS

There's no room for caution in a life lived to the fullest.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier (F)

1d8 + P

Shortbow

1d6 (80/320)

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Athletics
Survival
Deception
Perception
Sleight of Hand *
Stealth

One type or musical instrument
Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools *

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

PP

Staff
Hunting trap
Trophy from animal you killed
Set of traveler's clothes
Belt pouch containing 10 gp

Rapier
Shortbow
Quiver with 20 arrows
Burglar's pack
Leather armor
Two daggers
Thieves' tools
Small Buckler

10

EQUIPMENT

Lucky: When you roll a 1 on The D20 for an Attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave: You have advantage on Saving Throws against being Frightened.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Languages: Common, Halfling, One of your choice, Thieves Cant

Background: Outlander (Bounty Hunter parents)

Expertise in Sleight of Hand and thieves' tools. Your proficiency bonus is doubled

Sneak Attack: Once per turn, you can deal extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action: Starting at your second level, you can use your Bonus Action to take the Dash, Disengage, or Hide action.

Know 3 Cantrips & 3 1st level spells.

HP Rolls: 8,8,7

Dex +2, Cha +1

FEATURES & TRAITS



21
AGE

3'1"
HEIGHT

71 lbs (32kg)
WEIGHT

Brown
EYES

Tanned
SKIN

Brown
HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Arcane Trickster

SPELLCASTING
CLASS

Int

SPELLCASTING
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand

2 more

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PROPOSED

Select 3 spells you know.

4

7

4

8

2

5

9

SPELLS KNOWN



CHARACTER NAME _____

Backpacks can hold no more than 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.

Backpack



Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

Bed Roll

Rope

Ammo

Torches

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

Main Pouch