

**Bobbert**

CHARACTER NAME

Rogue 5  
CLASS & LEVEL

High Elf  
RACE

Criminal / Spy  
BACKGROUND

TheExecutive  
PLAYER NAME

(Milestone)  
EXPERIENCE POINTS

STRENGTH

**+0**

10

DEXTERITY

**+1**

12

CONSTITUTION

**+0**

10

INTELLIGENCE

**+2**

15

WISDOM

**+2**

14

CHARISMA

**+2**

15

- ☐ +0 Strength
- ☒ +4 Dexterity
- ☐ +0 Constitution
- ☒ +5 Intelligence
- ☐ +2 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

**Advantage against being charmed**

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +2 Arcana INT
- ☐ +0 Athletics STR
- ☒ +8 Deception CHA
- ☐ +2 History INT
- ☒ +5 Insight WIS
- ☐ +2 Intimidation CHA
- ☒ +5 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +2 Nature INT
- ☒ +5 Perception WIS
- ☐ +2 Performance CHA
- ☒ +8 Persuasion CHA
- ☐ +2 Religion INT
- ☒ +4 Sleight of Hand DEX
- ☒ +4 Stealth DEX
- ☐ +2 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

**+1**

INITIATIVE

ARMOR

**12**

CLASS

**Immunities - Magical Sleep**

DEFENSES

INSPIRATION

**+3**

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

**28**

--

HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===  
Light Armor

=== WEAPONS ===  
Crossbow, Hand, Longbow, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===  
Dice Set, Poisoner's Kit, Thieves' Tools

=== LANGUAGES ===  
Common, Elvish, Thieves' Cant, Undercommon

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

=== REACTIONS ===

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's

damage against you.

=== SPECIAL ===

Sneak Attack

Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ACTIONS

15

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+4

1d4+1 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Dagger

+4

1d4+1 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Shortbow

+4

1d6+1 Piercing

Simple, Ammunition, Range, Two-Handed, Range (80/320)

Shortsword

+4

1d6+1 Piercing

Martial, Finesse, Light

Unarmed Strike

+3

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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## === ROGUE FEATURES ===

\* Hit Points • PHB 95

\* Proficiencies • PHB 95

\* Expertise • PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

\* Sneak Attack • PHB 96

Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

\* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

\* Cunning Action • PHB 96

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

\* Roguish Archetype • PHB 96

| Arcane Trickster

\* Spellcasting • PHB 98

You can cast known wizard spells using INT as your

spellcasting modifier (Spell DC 13, Spell Attack +5).

\* Mage Hand Legerdemain • PHB 98

When you cast mage hand, you can make the spectral hand invisible, stow or retrieve objects, or use thieves' tools to pick locks and disarm traps at range. You can disguise this with a Sleight of Hand check, and you can use the bonus action granted by your Cunning Action to control the hand.

\* Ability Score Improvement • PHB 96

\* Uncanny Dodge • PHB 96

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

| 1 Reaction

## === HIGH ELF RACIAL TRAITS ===

\* Darkvision • BR 23

You can see in darkness (shades of gray) up to 60 ft.

\* Keen Senses • BR 23

You have proficiency in the Perception skill.

\* Fey Ancestry • BR 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

\* Trance • BR 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

\* Elf Weapon Training • BR 23

You have proficiency with the longsword, shortsword, shortbow, and longbow.

\* Cantrip • BR 24

You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

\* Extra Language • BR 24

You can speak, read, and write one extra language of your choice.

## === FEATS ===

\* Fey Touched (Charisma) • TCoE 79

You learn the misty step spell and one 1st-level divination/enchantment spell of your choice and can cast each of these spells without expending a spell slot, recharging on a long rest. You can also cast these spells using spell slots you have of the appropriate level.

## FEATURES & TRAITS

CP		0	Leather	1	10 lb.	Hammer	1	3 lb.
SP		0	Dagger	1	1 lb.	Lantern, Hooded	1	2 lb.
EP		0	Dagger	1	1 lb.	Oil (flask)	2	2 lb.
GP		120	Shortbow	1	2 lb.	Piton	10	2.5 lb.
PP		0	Shortsword	1	2 lb.	Rations (1 day)	5	10 lb.
			Arrows	50	2.5 lb.	Rope, Hempen (50 feet)	1	10 lb.
			Ink (1 ounce bottle)	1	--	Tinderbox	1	1 lb.
			Parchment (one sheet)	1	--	Waterskin	1	5 lb.
			Backpack	1	5 lb.	String	10	--
			Ball Bearings (bag of 1,000)	10,000	20 lb.	Jar of Freeze-Dried Meal Worms	1	--
			Thieves' Tools	1	1 lb.			
			Jar of Freeze-Dried Meal Worms	1	--			
			Bell	1	--			
			Candle	5	--			
			Crowbar	1	5 lb.			

WEIGHT CARRIED

85 lb.

ENCUMBERED

0 lb.

PUSH/DRAW/LIFT

0 lb.

EQUIPMENT

## EQUIPMENT

Bobbert

CHARACTER NAME

Male

Medium

GENDER

AGE

SIZE

HEIGHT

WEIGHT

Chaotic Good

ALIGNMENT

FAITH

SKIN

EYES

HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.

The best way to get me to do something

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEALS

I will become the greatest thief that ever lived.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Rogue

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Mage Hand	Rogue	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
<input type="radio"/> Minor Illusion	Rogue	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
<input type="radio"/> Message	Rogue	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
<input type="radio"/> Prestidigitation	Cantrip	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
=== 1st LEVEL ===	3 Slots OOO							
<input type="radio"/> Comprehend Languages	Rogue	--	1A	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
<input type="radio"/> Charm Person	Rogue	WIS 13	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
<input type="radio"/> Fog Cloud <C>	Rogue	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
<input type="radio"/> Grease	Rogue	DEX 13	1A	60 ft./10 ft. Square	V,S,M	1 minute	PHB 246	D: 1m, 10 ft. Square, V/S/M
<input checked="" type="radio"/> Detect Magic <C>	Fey Touched (Charisma) (Always Prepared)	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	1/LR, D: 10m, 30 ft. Sphere, V/S
=== 2nd LEVEL ===								
<input checked="" type="radio"/> Misty Step	Fey Touched (Charisma) (Always Prepared)	--	1BA	Self	V	Instantaneous	PHB 260	1/LR (Used), V

## SPELLS