

			Race		Bugbear (Volo's)						
			Background		Hermit						
Character Name			Alignment				Player Name				
+2 Proficiency Bonus			Class(es)		Rogue 2		Inspiration Points				
Ability Scores	14		16		14		8		13		Ability Scores
	Strength	+2	Dexterity	+3	Constitution	+2	Intelligence	-1	Wisdom	+1	
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			14		-		Hit Dice & Rolls 2d8	
Athletics <input checked="" type="checkbox"/> +6			Strength <input type="checkbox"/> +2			10		7			
Acrobatics <input type="checkbox"/> +5			Dexterity <input checked="" type="checkbox"/> +5			No Shield		Shield			
Sleight of Hand <input type="checkbox"/> +3			Constitution <input type="checkbox"/> +2			Armour Class		Hit Point Max		17	
Stealth <input checked="" type="checkbox"/> +7			Intelligence <input checked="" type="checkbox"/> +1			+3		30ft		Current HP	
Arcana <input type="checkbox"/> -1			Wisdom <input type="checkbox"/> +1			Initiative		Speed		Temp.	
History <input type="checkbox"/> -1			Charisma <input type="checkbox"/> +0			Death Saves		Success			
Investigation <input type="checkbox"/> -1			Other Proficiencies & Languages					Failure			
Nature <input type="checkbox"/> -1			Armor			Light		Attacks and Spellcasting			
Religion <input checked="" type="checkbox"/> +1			Weapons			Simple, Hand crossbows, Longswords, Rapiers, Shortswords		Name		Bonus	
Animal Handling <input type="checkbox"/> +1			Tools			Thieves' Tools, Herbalism kit		Dagger		+5	
Insight <input checked="" type="checkbox"/> +3			Languages			Common, Goblin, Dwarvish		Finesse, light, thrown (range 20/60)			
Medicine <input checked="" type="checkbox"/> +3			Spell Attack Modifier			n/a		Rapier		+5	
Perception <input type="checkbox"/> +1			Spell Save DC			n/a		Finesse			
Survival <input type="checkbox"/> +1			Spellcasting Stat			None		Shortbow		+5	
Deception <input type="checkbox"/> +0			Notes					Ammunition, range (80/320), two-handed			
Intimidation <input checked="" type="checkbox"/> +2											
Performance <input type="checkbox"/> +0											
Persuasion <input type="checkbox"/> +0											
11 Passive Wisdom (Perception)											
Surprise Attack. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.			Darkvision 60ft								
Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.			Sneaky. You are proficient in the Stealth skill.								
			Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.								
Features & Traits			Cunning Action								
You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.											
Equipment			Rapier, Shortbow, Quiver, Arrow x20, Explorer's pack, Leather armour, Dagger x2, Thieves' tools			Scroll case full of notes, Winter blanket, Common clothes, Herbalism kit		Gold		5	
								Silver			
						100gp notes		Copper			
						10gp notes		Bits			
										Money	

			Race		Bugbear (Volo's)		
			Background		Hermit		
Character Name			Alignment			Player Name	
Age	Height	Weight	Eye Colour	Hair Colour	Motivations		
Character Appearance				Personality Traits			
				Ideals			
				Bonds			
				Flaws			
Notes	<b>Sneak Attack</b> Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an 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.  The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.		<b>Thieves' Cant</b> During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.  In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.				Notes