

		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		Ability Scores
	Strength	+2	Dexterity	+3	Constitution	+2	
	8		13		10		
	Intelligence	-1	Wisdom	+1	Charisma	+0	
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			Hit Dice & Rolls 2d8	
Athletics <input checked="" type="checkbox"/> +6			Strength <input type="checkbox"/> +2			14 - 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 Failure	
Investigation <input type="checkbox"/> -1			Other Proficiencies & Languages				
Nature <input type="checkbox"/> -1							
Religion <input checked="" type="checkbox"/> +1			Armor Light			Attacks and Spellcasting	
Animal Handling <input type="checkbox"/> +1			Weapons Simple, Hand crossbows, Longswords, Rapiers, Shortswords			Name Bonus Damage / Type	
Insight <input checked="" type="checkbox"/> +3			Tools Thieves' Tools, Herbalism kit			Dagger +5 1d4+3 piercing	
Medicine <input checked="" type="checkbox"/> +3			Languages Common, Goblin, Dwarvish			Finesse, light, thrown (range 20/60)	
Perception <input type="checkbox"/> +1						Rapier +5 1d8+3 piercing	
Survival <input type="checkbox"/> +1						Finesse	
Deception <input type="checkbox"/> +0			Spell Attack Modifier n/a			Shortbow +5 1d6+3 piercing	
Intimidation <input checked="" type="checkbox"/> +2			Spell Save DC n/a			Ammunition, range (80/320), two-handed	
Performance <input type="checkbox"/> +0			Spellcasting Stat None				
Persuasion <input type="checkbox"/> +0			Notes				
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	
						Copper	
						Bits	
			100gp notes			Money	
			10gp notes				

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Character Name			Alignment			Player Name		
Age	Height	Weight	Eye Colour	Hair Colour	Motivations			
Character Appearance				Personality Traits				
				Ideals				
				Bonds				
				Flaws				
Notes	Sneak Attack 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.		Thieves' Cant 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.		Feature: Discovery The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.		Notes	