

D&D BEYOND



Wood Elf Rogue 4

STRENGTH +0 10	DEXTERITY +4 18	CONSTITUTION +2 15	INTELLIGENCE +1 12	WISDOM +2 14	CHARISMA +3 16	PROFICIENCY +2 BONUS	WALKING 35 ft. SPEED	INSPIRATION	HEAL CURRENT 22 / 31 MAX DAMAGE HIT POINTS TEMP --
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STR **+0**

DEX **+6**

CON **+2**

INT **+3**

WIS **+2**

CHA **+3**

against being charmed, and magic can't put you to sleep

SAVING THROWS

14 PASSIVE WIS (PERCEPTION)

11 PASSIVE INT (INVESTIGATION)

14 PASSIVE WIS (INSIGHT)

Darkvision 60 ft.

SENSES

ARMOR
Light Armor

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

TOOLS
Thieves' Tools, Viol

LANGUAGES
Common, Elvish

PROFICIENCIES & LANGUAGES

PROF	MOD	SKILL	BONUS
<input checked="" type="radio"/>	DEX	Acrobatics	+7
<input type="radio"/>	WIS	Animal Handling	+2
<input type="radio"/>	INT	Arcana	
<input checked="" type="radio"/>	STR	Athletics	
<input type="radio"/>	CHA	Deception	
<input type="radio"/>	INT	History	
<input checked="" type="radio"/>	WIS	Insight	
<input type="radio"/>	CHA	Intimidation	
<input type="radio"/>	INT	Investigation	
<input type="radio"/>	WIS	Medicine	
<input type="radio"/>	INT	Nature	
<input checked="" type="radio"/>	WIS	Perception	
<input type="radio"/>	CHA	Performance	
<input checked="" type="radio"/>	CHA	Persuasion	
<input type="radio"/>	INT	Religion	
<input checked="" type="radio"/>	DEX	Sleight of Hand	
<input checked="" type="radio"/>	DEX	Stealth	
<input type="radio"/>	WIS	Survival	
Additional Skills			
SKILLS			

INITIATIVE
+7

ARMOR CLASS
15

DEFENSES
Resistances, Immunities, or Vulnerabilities

CONDITIONS
Add Active Conditions

ACTIONS EQUIPMENT FEATURES & TRAITS EXTRAS

ALL ATTACK ACTION BONUS ACTION REACTION OTHER

ACTIONS • Attacks per Action: 1

ATTACK	RANGE	HIT / DC	DAMAGE	NOTES
Rapier Melee Weapon	5 ft. Reach	+6	1d8+4	Martial, Finesse
Shortbow Ranged Weapon	80 (320)	+6	1d6+4	Simple, Ammunition, Range, Two-Handed, Range (80/320)
Unarmed Strike Melee Attack	5 ft. Reach	+2	1	

Actions in Combat
Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object

Unarmed Strike
You can punch, kick, head-butt, or use a similar forceful blow and deal bludgeoning damage equal to 1 + STR modifier

BONUS ACTIONS

Actions in Combat
Two-Weapon Fighting

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

REACTIONS

Actions in Combat