

Rogue 10 CLASS & LEVEL

Outlander BACKGROUND

Ben PLAYER NAME

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Deep Gnome

FAILURES O=O=C

DEATH SAVES

Chaotic good ALIGNMENT

EXPERIENCE POINTS



DEXTERITY

15





- +2 Strength +6 Dexterity
- +1 Constitution
- +6 Intelligence +0 Wisdom
- O _-1_ Charisma

SAVING THROWS



INTELLIGENCE

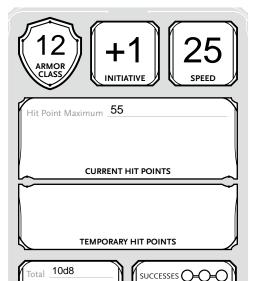
WISDOM

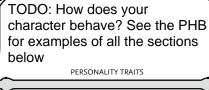
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CHARISMA

- O +2 Acrobatics (Dex)
- O +0 Animal Handling (Wis)
- O +2 Arcana (Int)
- +10 Athletics (Str)
- +3 Deception (Cha)
- O +2 History (Int)
- +8 Insight (Wis)
- +3 Intimidation (Cha)
- +10 Investigation (Int)
- +0 Medicine (Wis)
- O +2 Nature (Int)
- +0 Perception (Wis)
- O -1 Performance (Cha)
- O -1 Persuasion (Cha)
- O +2 Religion (Int)
- O +2 Sleight of Hand (Dex)
- O +2 Stealth (Dex)
- +8 Survival (Wis)

SKILLS





TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing

BONDS

TODO: Describe your characters interesting flaws.

FLAWS



Armor: None Shield: None

HIT DICE

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- -- Cunning Action
- --Darkvision (120')
- --Evasion
- -- Expertise
- --Fancy Footwork
- -- Gnome Cunning
- --Panache
- --Rakish Audacity
- --Sneak Attack (5d6)
- --Stone Camouflage
- -- Uncanny Dodge
- --Wanderer

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

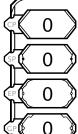
Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools.

Languages:

[choose one], Common, Gnomish, Undercommon

OTHER PROFICIENCIES & LANGUAGES



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TODO: list the items your character carries

equipment and magic

TODO: Describe other features and abilities your character has.

FEATURES & TRAITS