



# DUNGEONS AND DRAGONS

rougeTest

Rogue 10

Class

Owlin

Race

Criminal

Background

lawful good

Alignment

Player Name

Experience Points

STRENGTH

-1

8

INSPIRATION

+4

PROFICIENCY BONUS

16

ARMOR  
CLASS

+7

INITIATIVE

30

SPEED

PERSONALITY TRAITS

DEXTERITY

+4

18

- ☐ -1 Strength Save
- ☒ +8 Dexterity Save
- ☐ +2 Constitution Save
- ☒ +4 Intelligence Save
- ☐ +1 Wisdom Save
- ☐ +3 Charisma Save

SAVING THROWS

Hit Point Maximum: 73

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+2

14

- ☐ +4 Acrobatics
- ☐ +1 Animal Handling
- ☐ +0 Arcana
- ☐ -1 Athletics
- ☒ +7 Deception
- ☐ +0 History
- ☒ +5 Insight
- ☐ +3 Intimidation
- ☐ +0 Investigation
- ☐ +1 Medicine
- ☐ +0 Nature
- ☒ +9 Perception
- ☐ +3 Performance
- ☒ +11 Persuasion
- ☐ +0 Religion
- ☒ +8 Sleight of Hand
- ☒ +12 Stealth
- ☐ +1 Survival

SKILLS

Total: 10d8

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

BONDS

FLAWS

INTELLIGENCE

+0

11

WISDOM

+1

12

CHARISMA

+3

16

19

PASSIVE PERCEPTION

**Armor:** Light Armor

**Weapons:** Rapiers, Shortswords, Hand Crossbows,  
Longswords, Simple Melee Weapons, Simple Ranged  
Weapons

**Languages:** Common, Primordial

**Tools:** Thieves' Tools, Thieves' Tools, Playing Card  
Set, Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+8	1d4+4[pir.]
Dagger (Throw	+8	1d4+4[pir.]
Light Crossbo	+8	1d8+4[pir.]
Rapier	+5	1d8+3[pir.]
Shortsword	+8	1d6+4[pir.]

ACTIONS

(bns) Cunning Action  
(bns) Dagger (Bonus Action)  
(bns) Dagger (Throwing, Bonus  
Action)  
(bns) Elegant Maneuver  
(fr.) Master Duelist(✓/1)  
Criminal Contact  
Cunning Action  
Darkvision  
Elegant Maneuver  
Evasion  
Fancy Footwork  
Flight  
Master Duelist  
Panache  
(bns) Shortsword (Bonus Action)  
(bns) Shortsword (Bonus Action)  
(fr.) Sneak Attack  
Panache  
Rakish Audacity  
Skulker  
Sneak Attack  
Spill Ball Bearings  
(rxn) Uncanny Dodge

FEATURES

Thieves' Cant  
Uncanny Dodge

	<b>EQUIPMENT</b>
CP	1 10 Feet of String
5	1 Backpack
	1000 Ball Bearings
SP	1 Bell
2	5 Candles
	20 Crossbow Bolts
EP	1 Crossbow Bolt Case
0	1 Crowbar
	1 Crowbar
GP	2 Daggers
15	1 Hammer
	1 Hempen Rope (50 Feet)
PP	1 Hooded Lantern
10	1 Leather Armor
	1 Light Crossbow
	2 Flasks of Oil
	10 Pitons
	1 Rapier
	2 Days of Rations
	1 Set of Common Clothes [Including a Hood]
	1 Shortsword
	1 Shortsword
	1 Studded Leather Armor
	1 Thieves' Tools
	1 Tinderbox
	1 Waterskin

OTHER FEATURES & TRAITS

CHARACTER PORTRAIT

Background

**Criminal**

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.