



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

INTELLIGENCE

+0

11

FLAWS

WISDOM

+1

12

CHARISMA

+3

16

19

PASSIVE PERCEPTION

NAME	ATK BONUS	DAMAGE/TYPE
Light Crossbo	+8	1d8+4[pir.]
Shortsword	+8	1d6+4[pir.]

ACTIONS

(bns) Cunning Action
Panache
(bns) Shortsword (Bonus Action)
(fr.) Sneak Attack
(rxn) Uncanny Dodge

FEATURES

Criminal Contact
Cunning Action
Darkvision
Elegant Maneuver
Evasion
Fancy Footwork
Flight
Master Duelist
Panache
Rakish Audacity
Skulker
Sneak Attack
Thieves' Cant
Uncanny Dodge

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

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