DUNGEONS & DRAGONS®

Sneaky Pete
CHARACTER NAME

Rogue, Level 0	✗	✗
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Halfling	✗	✗
RACE	ALIGNMENT	EXPERIENCE POINTS

+1 PROFICIENCY BONUS

✗ INSPIRATION

10
+0
STRENGTH
- ◇ +0 SAVING THROWS
- ○ +0 ATHLETICS

These are skills

14
+2
DEXTERITY
- ◇ +2 SAVING THROWS
- ○ +2 ACROBATICS
- ● +3 SLEIGHT OF HAND
- ● +3 STEALTH

Proficient, y/n?

10
+0
CONSTITUTION
- ◇ +0 SAVING THROWS

10
+0
INTELLIGENCE
- ◇ +0 SAVING THROWS
- ○ +0 ARCANA
- ○ +0 HISTORY
- ○ +0 INVESTIGATION
- ○ +0 NATURE
- ○ +0 RELIGION

10
+0
WISDOM
- ◇ +0 SAVING THROWS
- ○ +0 ANIMAL HANDLING
- ○ +0 INSIGHT
- ○ +0 MEDICINE
- ○ +0 PERCEPTION
- ○ +0 SURVIVAL

10
+0
CHARISMA
- ◇ +0 SAVING THROWS
- ● +1 DECEPTION
- ○ +0 INTIMIDATION
- ○ +0 PERFORMANCE
- ○ +0 PERSUASION

✗ PASSIVE WISDOM (PERCEPTION)

12 ARMOR CLASS

✗ INITIATIVE

25ft. SPEED

HIT POINT MAXIMUM 8

Health

CURRENT HIT POINTS

✗ TEMPORARY HIT POINTS

Total ✗	SUCCESSES ✗
	FAILURES
HIT DICE	DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+3	1d6+2
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Attack Bonus (Bonus Chance to hit on attacks):

Shortswords get either a Strength or Dexterity Bonus
We picked the dexterity bonus because it's higher (+2)
+
Proficiency Bonus (+1)
=
Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon attack damage
Roll one six sided die (1d6)
+
Dexterity (+2)
=
Your Attack Damage (1d6 + 2)

ATTACKS & SPELLCASTING

✗ PERSONALITY TRAITS

✗ IDEALS

✗ BONDS

✗ FLAWS

Sneak Attack: When sneaking up on an enemy or flanking them, add 1d6 of damage to your attack

FEATURES & TRAITS

Languages: Common

Proficient with equipment:
Shortswords, Light Armor

Proficient at skills: Stealth, Sleight of Hand, Deception

OTHER PROFICIENCIES & LANGUAGES

Armor: Leather Armor (12 Armor)

EQUIPMENT & CHARACTER NOTES