## un**geons & Dragons** 5e Silver MistWalker Player Character Record CHARACTER NAME Player: Jason Morgan Half elf Class Rouge Race Campaign: GTEL Character Creation Date: 06/10/23 Alignment Chaotic Neutra Sex Level 300 XP Size human Age 35 Height 5.5 Weight 112lbs **Next Level Goal: Current XP:** Initiative Ability Modifier ARMOR Ability Saving POINTS Throws CLASS **Current Hit Points Temporary Hit Points** +2 STR 14 +2 8 d 15 +2 +4 DEX **Death Saves** 0 11 0 CON Fail +3 13 Available Hit Dice INT +1 Without Armor **Hit Dice** Exhaustion 10 WIS 0 Effect Advantages: ☐1 DA on ability checks 15 +2 CHA +2 Disadvantages: +2 Speed halved ☐3 DA on attacks and saves ☐4 HP maximum halved☐5 Speed reduced to 0 Wis +12 Passive Perception PROFICIENCY 6 Death **BONUS** REACH or RANGE INSPIRATION ABILITY □ STR **PROFICIENCIES** □ DEX PROFICIENCY MAGIC MISC ATTACK BONUS SKILLS: SAVES: Dexterity, Intelligence +4 Acrobatics 2 1/4 DAMAGE BONUS DAMAGE DICE MISC O Animal Hndlg 21/4 +1 Arcana ×2 1/4 TOOLS: Thives tools, Disguise kit +4 Athletics 2 1/4 WEAPON ABILITY REACH or RANGE +2 Deception 2 1/2 □ STR □ DEX **WEAPONS:** +1 History 2 1/4 PROFICIENCY MAGIC MISC ATTACK BONUS Simple Weapons, Hand 0 Insight ×2 1/4 Crossbow, Longsword, Rapier, DAMAGE DICE MISC DAMAGE BONUS +2 Intimidation ×21/4 shortsword +3 Investigation 2 1/4 0 Medicine 2 1/4 WEAPON +3 Nature ×2 1/4 REACH or RANGE ABILITY ARMOR: ☐ STR +2 Perception 24 DEX Light Armor PROFICIENCY MAGIC MISC ATTACK BONUS +2 Performance 2 1/4 +2 Persuasion 2 1/2 OTHER: DAMAGE DICE MISC DAMAGE BONUS +1 Religion 2 1/4 +4 Sleight of Hand Ø +4 Stealth ×2 1/3 WEAPON REACH or RANGE **ABILITY** Wis +2 Survival ×2 1/4 □ STR □ DEX PROFICIENCY MAGIC ATTACK BONUS MISC. -(Barbarian)-(Monk) (Rogue) Sneak Attack 1d6 Rages Ki Points **Martial Arts** DAMAGE DICE MISC DAMAGE BONUS Expertise, Sneak Attack, Thieves' Cant AMMO 00000000000000000000 Second-Story Work (fast climb, double jump WEAPON REACH or RANGE **ABILITY** □ STR □ DEX distance), Sneak Attack: +2d6, Fast Hands (Cunning PROFICIENCY MAGIC MISC ATTACK BONUS Action Sleight Of Hand, thieves' tools, use object), DAMAGE BONUS Cunning Action (Dash, Disengage or Hide) 0000000000000000000 **FEATS: Dual Wielder** 0000000000000000000 0000000000000000000 00000000000000000000

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Category	Don	Doff	Strength	Stealth	Weight	CHARACTER NAME
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J. I.					AC	Eyes Gray Hair Gray
)	vez essa			1 680	la l	
Protec	tive Ite	ms		AC Bonu	Weight	Skin White Handedness R
						Physical Description
					-	Small and slim, hair
						braided into a pony tail,
						CHARACTER SKETCH
Other 1	Equipm	ent		- !		Languages Common, Thieves' Cant, Elvish, Dwarf
ITI	EM	WT.	ITEM		WT.	Race Half Elf
2						
-						Ability Adj.
-			(-			Traits Fey Ancestry (vs. charm, no sleep)
21						Proficiencies Skill Versatility (General). You gain proficiency in two skills of your choice.
						CKIII FORGALIIN, (CONOTA). 100 gain pronotono, in the skille of your choice.
						Racial Lang's
	2	99				Background Street Urchin
- 10	ay_	mali.le	FPR-S			
161			rouninal (			
		25	THE STATE OF THE S	-		Proficiencies Sleight of Hand, Stealth
1/1						Disguise kit, thieves' tools
6770	100//	Name of the last	255		8 20	Equipment
1/2/10				002		
A COLOR	- WA 1	- 10				Bkgnd Lang's
/Enter		A Commit	AND THE PERSON NAMED IN	460	OR SHAPE	Personality I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
						7
0						Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things. (Cha
						People. I help the people who help me-that's what keeps us alive. (Neutral)
		-				
23/5/11			-			<b>Bonds</b> I owe my survival to another urchin who taught me to live on the streets.
	2	210 lbs.	420 lbs.			
1		RRYING	PUSH, DRAG,	. 1	TOTAL	
85	CA CA	PACITY	or LIFT		VEIGHT ARRIED	Gold seems like a lot of money to me, and I'll do just about anything for more of it.
Lifestyle			Expenses/D	Day		It's not stealing if I need it more than someone else
Treasu	re CP_	SP	EPG	PF	P	Factoria
Jewels &	Gems					Feature City Secrets
	· ·	17				You know the secret patterns and flow to cities and
MAGIC IT	EMS W	W.				can find passages through the urban sprawl that
W. Common	000000000					others would miss. When you are not in combat,
92						you (and companions you lead) can travel between
Other Iter	ns					any two locations in the city twice as fast as your
						speed would normally allow.
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## Silver MistWalker

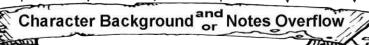
CHARACTER NAME

## Spell save DC

8 + proficiency bonus + Primary Ability modifier

Spell attack modifier
proficiency bonus + Primary Ability modifier

M. M	Spell Slots and	Castings						
Number of Cantrips Known	1st 2nd 3rd	4th	5th	6th	7th	8th	9th	
Spells Known or Available	7							
Sorcery Points	Spellbook /	Known S	pells			The same		
Level: Spell:	_	Level:	Spell:	200		23		
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CHARACTER NAME

Silver grow up on the streets of ShadowWood Village stealing food from the bakery to get by.  She fell into a group of theives and assassins who took her in as one of there own, one day she stole from a rich aristocrat with connecetions to theives guild and knocked over a candle and set the
villa ablaze almost trapping herself. when the guild learned that silver was the one who was responsable for the fire they desided to send her out with a new identity so she is not tracked down
by hired assassins.