DUNGEONS & DRAGONS®

Johnny

CHARACTER NAME

Rogue 3	Criminal (Burglar)	Craig
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human Male (Tethyrian)	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 10 (+0)

DEXTERITY 16 (+3)

CONSTITUTION 10 (+0)

INTELLIGENCE 10 (+0)

WISDOM 14 (+2)

CHARISMA 14 (+2)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- ○ +0 Strength
- ◉ +5 Dexterity
- ○ +0 Constitution
- ◉ +2 Intelligence
- ○ +2 Wisdom
- ○ +2 Charisma

SKILLS

- ◉ +5 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ○ +0 Arcana (Int)
- ○ +0 Athletics (Str)
- ◉ +4 Deception (Cha)
- ○ +0 History (Int)
- ◉ +4 Insight (Wis)
- ○ +2 Intimidation (Cha)
- ○ +0 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +0 Nature (Int)
- ◉ +4 Perception (Wis)
- ○ +2 Performance (Cha)
- ◉ +4 Persuasion (Cha)
- ○ +0 Religion (Int)
- ◉ +5 Sleight of Hand (Dex)
- ◉ +7 Stealth (Dex)
- ○ +2 Survival (Wis)

14 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Light Armour
Simple Weapons
Hand Crossbows
Longswords
Rapiers
Shortswords
Tool Proficiency: Thieves' Tools
Tool Proficiency: Gaming Set (Dice)
Tool Proficiency: Gaming Set (Playing Cards)

Languages: Common, Dwarvish, Thieves' Cant

15 ARMOR CLASS

+3 INITIATIVE

30' SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6+3(/1d6) P
Dagger	+5	1d4+3(/1d4) P [20'/60']
Shortbow	+5	1d6+3 P [80'/320']

ATTACKS & SPELLCASTING

CP SP EP GP PP

Studded leather armour
2 shortswords, 2 daggers
Shortbow, quiver wiith 20 arrows
Common clothes, hooded dark
Backpack, belt pouch
Hooded lantern, 2 flasks oil
5 candles
Tinderbox
50' hempen rope, 10' string
Hammer
10 pitons
Thieves' tools
Bag of 1000 ball bearings
Crowbar
5 days rations
Waterskin
Dice set, Cards set

EQUIPMENT

I don't pay attention to the risks in a situation. Never tell me the odds.
I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Charity: I steal from the wealthy so that I can help people in need.

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

I turn tail and run when things look bad.

FLAWS

ROGUE:
Expertise (Thieves' Tools, Stealth)
Sneak Attack (+2d6 dmg if advantage or ally within 5')
Thieves' Cant
Criminal Contact
Cunning Action (use bonus action to:)
- Dash
- Disengage
- Hide
- Dex (Sleight of Hand) *
- Use thieves' tools *
- Disarm trap or open lock *
- Use an object *

Roguish Archetype: Thief
Fast Hands (adds * to Cunning Action)
Second-Storey Work
- Climbing costs no extra
- Running jump distance + Dex mod

FEATS:
Lucky (3 points to get an additional d20 roll)

FEATURES & TRAITS

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.