

Zür
CHARACTER NAME

Rogue 3
CLASS & LEVEL

Elf - Drow
RACE

Charlatan
BACKGROUND

CN
ALIGNMENT

Dash
PLAYER NAME

—
EXPERIENCE POINTS

STRENGTH
10

DEXTERITY
17
+3

CONSTITUTION
14
+2

INTELLIGENCE
11

WISDOM
10

CHARISMA
12
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

SPELL CASTING ABILITY **Charisma**

CLASS FOCUS

8+2+1(11)
SPELL SAVE DC

2+1(3)
SPELL ATTACK BONUS

ARMOR CLASS **14** = **3** (DEXTERITY MODIFIER) + **11** (ARMOR) + **0** (SHIELD) + **0** (MISC)

+3 INITIATIVE

30 SPEED

HP Max **24**
CURRENT HP

TEMPORARY HP

Total **3D8**
HIT DICE

SUCCESSES
FAILURES
DEATH SAVED

Rapier
WEAPON TYPE
RANGE — ATK BONUS +5 DAMAGE 1D8*

Short bow
WEAPON TYPE
RANGE 80/320 ATK BONUS +5 DAMAGE 1D6

Dagger
WEAPON TYPE
RANGE 20/60 ATK BONUS +5 DAMAGE 1D4

WEAPONS

Darkvision 120
Fey Ancestry
Trance
Sunlight sensitivity
Expertise (Acrobatics, Stealth)
Sneak attack 2D6 @ 3rd
Thieves Cant
Cunning Action
Assassinate
False Identity

Dancing Lights (cantrip)
Faerie Fire

PROFICIENCIES
Rapier, short swords, hand crossbows, Light armor, Simple weapons, long swords, Thieves tools, Disguise kit, forgery kit, Poisoners kit

LANGUAGES
Elvish
Common

TREASURE

15

Rapier, short sword
Short bow, Leather armor
Burglar's pack, Disguise kit,

FEATURES, FEATS, EQUIPMENT & NOTES