

DUNGEONS & DRAGONS®

Reavus Wick

CHARACTER NAME

Rogue
CLASS & LEVEL

Criminal
BACKGROUND

DM
PLAYER NAME

Human
RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

2

DEXTERITY

16

3

CONSTITUTION

15

2

INTELLIGENCE

15

2

WISDOM

14

2

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☒ Dexterity
- ☐ Constitution
- ☒ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☒ 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)

SKILLS

PASSIVE WISDOM (PERCEPTION)

- Light Armour, simple weapons, hand cross bows, long swords, rapiers, short swords
- Thieves tools
- Common, Goblin, thieves cant
- Disguise Rit, Poison Rit

OTHER PROFICIENCIES & LANGUAGES

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 20

20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword Dex 1d6/Piercing
Short bow Dex 1d6/Piercing
Daggers Dex 1d4/Piercing

ATTACKS & SPELLCASTING

I always have a plan for what to do when things go wrong

PERSONALITY TRAITS

Chains are meant to be broken as are those who would forge them

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor

BONDS

An innocent person is in prison for a crime I did, I'm okay with that!

FLAWS

- Sneak Attack
- Cunning Action (Dash, disengage, Hide)
- Assassinate
- Criminal contact

FEATURES & TRAITS

CP

SP

EP

CP

PP

- Shortsword
- Short bow (20 arrows)
- Burglars Pack
- Leather armour
- 2x daggers
- thieves tools
- crowbar
- Dark common clothes w/ hood

EQUIPMENT