

Ayb the Marketeer

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Half-Elf (High)

RACE

Charlatan

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

10

10

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +5 Dexterity
 - ☐ +1 Constitution
 - ☒ +4 Intelligence
 - ☐ +0 Wisdom
 - ☐ +3 Charisma

- SKILLS
- ☒ +5 Acrobatics (Dex)
 - ☐ +0 Animal Handling (Wis)
 - ☐ +2 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☒ +7 Deception (Cha)
 - ☒ +4 History (Int)
 - ☒ +2 Insight (Wis)
 - ☐ +3 Intimidation (Cha)
 - ☐ +2 Investigation (Int)
 - ☐ +0 Medicine (Wis)
 - ☐ +2 Nature (Int)
 - ☒ +2 Perception (Wis)
 - ☐ +3 Performance (Cha)
 - ☒ +5 Persuasion (Cha)
 - ☐ +2 Religion (Int)
 - ☒ +5 Sleight of Hand (Dex)
 - ☒ +7 Stealth (Dex)
 - ☐ +0 Survival (Wis)

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d8

1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

You don't have to have two faces when shilling a product, but it sure helps.

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+5

1d8 + 3

Shortbow

+5

1d6 + 3

Dagger

+5

1d4 + 3

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Weapon: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Armor: Light armor
Tools: Disguise and Forgery kit, thieves' tools
Languages: Common, Elvish, Sylvan, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

A rapier, shortbow w/20 arrows, two daggers, leather armo, thieves' tools, backpack, bedroll, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, fine clothes, a disguise kit, and ten stoppered bottles filled with colored liquid

EQUIPMENT

Sneak Attack: Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll..

Expertise: Your proficiency bonus is doubled for any Deception or Stealth checks you make.

False Identity: You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision: Thanks to your elven blood, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

FEATURES & TRAITS