

DUNGEONS & DRAGONS®

Erdan

CHARACTER NAME

Rogue 1
CLASS & LEVEL

High-elf
RACE

Criminal
BACKGROUND

C/N
ALIGNMENT

Caspar
PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+1

12

INTELLIGENCE

+2

15

WISDOM

+1

13

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
- ☒ +5 Dexterity
- ☐ Constitution
- ☒ +4 Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☒ +1 Athletics (Str)
- ☒ +2 Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☒ +10 Sleight of Hand (Dex)
- ☒ +10 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30ft

SPEED

Hit Point Maximum: 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 108

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

2 daggers +3 1d4 each
shortbow +4 1d6
rapier +3 1d8

Sneak attack: 1d6

Coat of arms: Light

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish, Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

85

thieves tools, quiver with 20 arrows, leather armour, crowbar

EQUIPMENT

FEATURES & TRAITS

Darkvision: 60ft