

ANCESTRY

Elf

Heritage and Traits: Nephilim Size: _____

BACKGROUND

Charmer

Background Notes: _____

CLASS

Rogue

Class Notes: _____

ATTRIBUTES

+0 Strength ○Partial Boost **+3 Dexterity** ○Partial Boost **+0 Constitution** ○Partial Boost **+1 Intelligence** ○Partial Boost **+1 Wisdom** ○Partial Boost **+4 Charisma** ○Partial Boost

DEFENSES

Armor Class **Shield**

19 + _____

Hardness: _____ Max HP: _____ BT: _____ HP: _____

Armor Proficiencies
 Unarmored: [T] [E] [M] [L] Light: [T] [E] [M] [L] Medium: [T] [E] [M] [L] Heavy: [T] [E] [M] [L]

10 + 3 + 5 + 1
 Base Dex* Prof Item
* Use armor's Dex cap if lower

Fortitude **Reflex** **Will**

5 10 8

0 + 5 + 0 3 + 7 + 0 1 + 7 + 0

Con Prof Item Dex Prof Item Wis Prof Item

Defenses Notes: _____

HIT POINTS

Maximum: **30** Current HP: _____ Temporary HP: _____

Dying: ○○○○ Wounded: _____

Resistances and Immunities: _____

Conditions: _____

SKILLS

Acrobatics	8	3 + 5 + 0 + 0	Dex Prof Item Armor
Arcana	1	1 + 0 + 0	Int Prof Item
Athletics	0	0 + 0 + 0 + 0	Str Prof Item Armor
Crafting	1	1 + 0 + 0	Int Prof Item
Deception	11	4 + 7 + 0	Cha Prof Item
Diplomacy	9	4 + 5 + 0	Cha Prof Item
Intimidation	4	4 + 0 + 0	Cha Prof Item
Underworld Lore	6	1 + 5 + 0	Int Prof Item
Lore		+ +	Int Prof Item
Medicine	1	1 + 0 + 0	Wis Prof Item
Nature	6	1 + 5 + 0	Wis Prof Item
Occultism	6	1 + 5 + 0	Int Prof Item
Performance	11	4 + 7 + 0	Cha Prof Item
Religion	6	1 + 5 + 0	Wis Prof Item
Society	6	1 + 5 + 0	Int Prof Item
Stealth	8	3 + 5 + 0 + 0	Dex Prof Item Armor
Survival	6	1 + 5 + 0	Wis Prof Item
Thievery	8	3 + 5 + 0 + 0	Dex Prof Item Armor

Skill Notes: _____

LANGUAGES

Common, Diabolic, Dwarven, Elven

PERCEPTION

8 1 + 7 + 0

Wis Prof Item

Senses and Notes: _____

Darkvision: _____

SPEED

30 feet

Special Movement: _____

STRIKES

Melee Strikes

Weapon **Damage**

Dagger 8 3 + 5 + 0 1d4 P

Str Prof Item

Traits and Notes Agile, Finesse, Thrown 10 ft., Versatile S

Weapon **Damage**

_____ _____ _____

Str Prof Item

Traits and Notes: _____

Weapon **Damage**

_____ _____ _____

Str Prof Item

Traits and Notes: _____

Ranged Strikes

Weapon **Damage**

_____ _____ _____

Dex Prof Item

Traits and Notes: _____

Weapon **Damage**

_____ _____ _____

Dex Prof Item

Traits and Notes: _____

Weapon Proficiencies **Critical Specializations**

Unarmed Simple Martial Advanced Other

[T] [E] [M] [L] [T] [E] [M] [L] [T] [E] [M] [L] [T] [E] [M] [L]

CLASS DC

19

10 + 4 + 5 + 0

Base Key Prof Item

REMINDERS

Proficiency
 Untrained +0
 Trained 2 + level
 Expert 4 + level
 Master 6 + level
 Legendary 8 + level

Action Icons
 ◆ Single Action
 ◆◆ Two-Action Activity
 ◆◆◆ Three-Action Activity
 ◆ Free Action
 ➤ Reaction

Ancestry Feat
Otherworldly Magic

Background Skill Feat
Charming Liar

Surprise Attack
Darkvision
Sneak Attack
Low-Light Vision


Backpack 0.0
Bedroll L
Chalk (10) 0.0
Flint and Steel 0.0
Rope L
Rations (2) 0.2
Torch (5) 0.5
Waterskin L
Soap 0.0

2	Skill Feat Fascinating Performance		Class Feat Nimble Dodge
3	General Feat Ancestral Paragon Discreet Inquiry		Class Feature
4	Skill Feat		Class Feat
5	Ancestry Feat	Boosts	Class Feature
6	Skill Feat		Class Feat
7	General Feat		Class Feature
8	Skill Feat		Class Feat
9	Ancestry Feat		Class Feature
10	Skill Feat	Boosts	Class Feat
11	General Feat		Class Feature
12	Skill Feat		Class Feat
13	Ancestry Feat		Class Feature
14	Skill Feat		Class Feat
15	General Feat	Boosts	Class Feature
16	Skill Feat		Class Feat
17	Ancestry Feat		Class Feature
18	Skill Feat		Class Feat
19	General Feat		Class Feature
20	Skill Feat	Boosts	Class Feat

Consumables	Bulk
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Worn Items	Invested	Bulk
Leather Lamellar		1.0

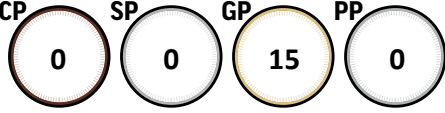
BULK



Bulk Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

WEALTH

CP SP GP PP



Gems and Artwork	Price	Bulk
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Appearance

PERSONALITY

Attitude	Deity or Philosophy Zeratul & Zirael
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIN NOTES

Notes

Allies

Enemies

Organizations

ACTIONS AND ACTIVITIES



Name	Actions	Traits	Page #
Effects			

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Effects			

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

FREE ACTIONS AND REACTIONS

Name	Icons	Traits	Page #
Nimble Dodge	 		
Trigger	A creature targets you with an attack and you can see the attacker.		
Effects			
Requirements:	You are not encumbered. You deftly dodge out of the		

Name	Icons	Traits	Page #
Trigger			
Effects			

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Trigger			
Effects			

Name	Icons	Traits	Page #
Trigger			
Effects			

