

Sally St. Clair

Acadien

CHARACTER NAME

DCI

2 Rogue 1, Fighter 1

LEVEL & CLASS

PLAYER NAME

Convict

BACKGROUND Forgery / Personating

Veteran

RACE

300

EXPERIENCE

900

Next Level

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

-1

8

CHARISMA

+2

14

0 STR ● +1 INT

● +5 DEX ○ -1 WIS

○ +3 CON ○ +2 CHA

RESISTANCES

SAVING THROWS

● +5 Acrobatics (Dex)

○ -1 Animal Handling (Wis)

○ -1 Arcana (Int)

● +2 Athletics (Str)

○ +4 Deception (Cha)

○ -1 History (Int)

○ -1 Insight (Wis)

● +4 Intimidation (Cha)

○ -1 Investigation (Int)

○ -1 Medicine (Wis)

○ -1 Nature (Int)

○ -1 Perception (Wis)

○ +2 Performance (Cha)

○ +2 Persuasion (Cha)

○ -1 Religion (Int)

● +7 Sleight of Hand (Dex)

● +5 Stealth (Dex)

○ -1 Survival (Wis)

● +7 Thieves' tools (Dex)

SKILLS

20 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

15 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+3 INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL 1 DIE d10+3 USED

LEVEL 1 DIE d8+3 USED

HIT DICE

ENCUMBERED 20 ft

30 ft

SPEED

FEATURE	MAX	RECOVER	USED
Second Wind (1d10+1)	1	SR	

LIMITED FEATURES

AC 12

DESCRIPTION

Armor Broadcloth Coat

Shield

3 Dex ○ Medium Armor ○ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

● Light ● Medium ○ Heavy ● Shields

WEAPONS

● Simple ● Martial ○ Other Weapons:

LANGUAGES

English

French

Cajun

Spanish

Thieves' Cant

TOOLS & OTHERS

Munitions kit

Thieves' tools

Playing card set

Forgery kit

PROFICIENCIES

9 PASSIVE WISDOM (PERCEPTION)

SENSES

ACTIONS	BONUS ACTIONS	REACTIONS
Attack	Second Wind	

ACTIONS

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Coat Pistol x2	✓ Dex	20/80 ft	+5	1d12+3	Piercing
Light, reload 1, misfire 2; Sneak attack 1d6					
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ATTACKS: WEAPONS & CANTRIPS

