

Euphrosyne

CHARACTER NAME

Rogue 5

CLASS & LEVEL

Human

RACE

Spy

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

0

10

INTELLIGENCE

+3

16

WISDOM

+1

13

CHARISMA

+2

14

INSPIRATION

+3

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

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **8+4d8**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **d8**  
HIT DICE

SUCCESSES      
FAILURES      
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Shortsword +6 1d6+3  
Hand Xbow +6 1d4+3

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Light Armor  
Rogue Weapons  
Thieves' Tools  
Gaming Set  
+1 Language

OTHER PROFICIENCIES & LANGUAGES

- CF
- SR
- EF
- GF
- PF

EQUIPMENT

- Expertise (Thieves' Tools, Stealth)
- Sneak Attack (3d6)
- Cunning Action
- Arcane Trickster
- Legerdemain
- Uncanny Dodge

FEATURES & TRAITS