Rowan Hashin	BACKGROUND	900 EXPERIENCE	2,700	Carrie PLAYER NAME	v1.64
Rogue 3	Assassin			Ajana	
_{CLASS} 3 Human	subclass Medium Female	AL	IGNMENT	RELIGION / PATRON / D	JEITY
LEVEL RACE	SIZE GENDER AGE HEIG	ht weight sk	IN EYES	SKILLS	
ABILITY ABILITY ABILITY NAME SCORE MODIFIER	TEMP TEMP SAVING ABILITY SCORE MODIFIER THROW MODIFIER	PROFICIENCY OTHER BONUS MODIFIER	SKILL NAME ABI	LITY PROFICIENT SKILL MODIFIE	ABILITY PROFICIENCY OTHER
STR STRENGTH 12 +1	+1 = 1	+ +		EX ● +5	= 3 + 2 +
				vis ⊖ <u>+2</u> nt ⊖ +1	= 2 + +
	+5 = 3	+ 2 +		tr <u> </u>	= 1 + +
CON 10 +0	+0 = 0	+ +		HA O <u>+2</u> NT ● +3	= <u>2</u> + + = <u>1</u> + <u>2</u> +
INT 13 +1	+3 = 1	+ 2 +		vis 0 +2	= 2 + +
INTELLIGENCE 10 11 WIS 14 +2	+2 = 2	+		HA O +2 NT ● +3	= <u>2</u> + + = <u>1</u> + <u>2</u> +
				vis ⊖ +2 nt ⊖ +1	= <u>2</u> + + +
CHA 14 +2	+2 = 2	++		vis +6	= 2 + 4 +
	HEALTH & ARMOR			ha ○ <u>+2</u> ha ● <u>+4</u>	= <u>2</u> + + = <u>2</u> + <u>2</u> +
HP HIT POINTS 18	HD HIT DICE 3	PASS		NT 0 +1	= 1 + +
MAX TEMPORARY	REMAINING TOTAL USED HIT DI	CE DEATH ROLLS		EX ○ +3 EX ● +7	= 3 + + = 3 + 4 +
AC 15 = 12 +	+ 3 +			$v_{\rm IS}$ \circ $+2$	= 2 + +
	SHIELD DEXTERITY OTHER DAMAGE RESISTANCE MODIFIER	DAMAGE REDUCTION	1	PROFICIEN	CIES
Studded leather	ARMOR WEIGHT DEX MOD STRENGTH 12 13 Ib +3 -	STEALTH	PROFICIENCY BONI	us (+2)	TOOLS
ТҮРЕ	PROPERTIES		WEAPONS		guise kit Common e set Thieves' cant
light proficient, Don: 1m			All Simple		isoner's kit
SHIELD	ARMOR WEIGHT PROP	ERTIES	Unarmed strike Long sword	Thi	eves' tools
		200	Rapier		
			Short sword		
INITIATIVE MODIFIER +3 = 3	NORMAL	ISPIRATION			
ATTACKS PER ACTION I TOTAL = 1 STAND	+ PERCEPTION 16 = 1		Light	ARMOR	
ATTACK 1 Short sword	волиз дамаде +5 1d6+3	TYPE piercing			
RANGE	PROPERTIES		7	EQUIPMENT	WORN 🐑
AMMUNITION		HEAD HEADBAND, HAT, HELMET, OR PHYL		ANDS OVES OR GAUNTLETS	
Offhand Short Sword	BONUS DAMAGE +5 1d6	piercing	EYES		RMS / WRISTS
RANGE	PROPERTIES		EYE LENSES OR GOGGLES	BKA	ACERS OR BRACELETS
AMMUNITION			NECK	Bc	DDY
			AMULET, BROOCH, MEDALLION, PE		BE OR SUIT OF ARMOR
Dagger	+5 1d4+3	piercing	•		
20/60 proficient, finesse,	PROPERTIES		SHOULDERS CLOAK, CAPE OR MANTLE		RSO ST, VESTMENT, OR SHIRT
ATTACK 4	BONUS	ТҮРЕ	RINGS RIGHT HAND		AIST .T OR GIRDLE
Whip	+3 1d4+3	slashing			
- not proficient, fines	PROPERTIES se. reach		Rings	FE	
•			LEFT HAND	BOC	DTS, SHOES, OR SLIPPERS
ATTACK 5	BONUS DAMAGE	ТҮРЕ	CARRYING CAP	ACITY 🏹 🍠	COINAGE
			CARRYING CAP		COINAGE
RANGE	PROPERTIES		CURRENT	35.0 lb PL	ATINUM (PP)
					DLD (GP)
ATTACK 6	BONUS DAMAGE		ENCUMBERED MAX		ECTRUM (EP)
					ECTRUM = 5 SILVER
RANGE	PROPERTIES				LVER (SP)
			PUSH, DRAG, LIFT PUSH OR DRAG ABOVE 180 LB SPEI	0 - 360 lb	DPPER (CP)

Cean Cean Cean Cean Cean Cean Cean Cean	QTY LOCATION 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Weight 2.0 lb 2.0 lb 1.0 b 0.0 b	RACE, BACKGROUND, CLASS & FEATS v1.64 RACE: Human
ITEM Short Sword Short Sword Dagger Dagger Whip Ball Bearings (bag of 1,000) Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit		2.0 lb 2.0 lb 1.0 lb 1.0 lb 3.0 lb 2.0 lb 1.0 lb 3.0 lb 1.0 lb 5.0 lb 1.0 lb	 +1 to all ability scores Size: Medium Speed: 30ft Languages: Common, one additional language BACKGROUND: Noble Region: Hollin Feature: Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. Skills: History. Persuasion Tools: One type of gaming set Languages: One of your choice CLASS: Rogue Armor: Light armor
Short Sword Short Sword Dagger Dagger Whip Ball Bearings (bag of 1,000) Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit		2.0 lb 2.0 lb 1.0 lb 1.0 lb 3.0 lb 2.0 lb 1.0 lb 3.0 lb 1.0 lb 5.0 lb 1.0 lb	Size: Medium Speed: 30ft Languages: Common, one additional language BACKGROUND: Noble Region: Hollin Feature: Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. Skills: History, Persuasion Tools: One type of gaming set Languages: One of your choice CLASS: Rogue Armor: Light armor
Short Sword Dagger Dagger Short Sword Dagger Whip Ball Bearings (bag of 1,000) Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit		2.0 lb 1.0 lb 1.0 lb 3.0 lb 2.0 lb 13.0 lb 5.0 lb 1.0 lb	Speed: 30ft Languages: Common, one additional language BACKGROUND: Noble Region: Hollin Feature: Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. Skills: History, Persuasion Tools: One type of gaming set Languages: One of your choice CLASS: Rogue Armor: Light armor
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Dagger Whip Ball Bearings (bag of 1,000) Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit		1.0 lb 3.0 lb 2.0 lb 13.0 lb 3.0 lb 5.0 lb 1.0 lb	BACKGROUND: Noble Region: Hollin • Feature: Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. • Skills: History, Persuasion • Tools: One type of gaming set • Languages: One of your choice CLASS: Rogue • Armor: Light armor
Dagger Whip Ball Bearings (bag of 1,000) Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit		1.0 lb 3.0 lb 2.0 lb 13.0 lb 3.0 lb 5.0 lb 1.0 lb	Region: Hollin Feature: Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. Skills: History, Persuasion Tools: One type of gaming set Languages: One of your choice CLASS: Rogue Armor: Light armor
Whip Ball Bearings (bag of 1,000) Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit		3.0 lb 2.0 lb 13.0 lb 5.0 lb	Region: Hollin Feature: Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. Skills: History, Persuasion Tools: One type of gaming set Languages: One of your choice CLASS: Rogue Armor: Light armor
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Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit			Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. • Skills: History, Persuasion • Tools: One type of gaming set • Languages: One of your choice CLASS: Rogue • Armor: Light armor
Studded leather Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit			society, and people assume you have the right to be wherever you are. • Skills: History, Persuasion • Tools: One type of gaming set • Languages: One of your choice CLASS: Rogue • Armor: Light armor
Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit			Skills: History, Persuasion Tools: One type of garning set Languages: One of your choice CLASS: Rogue Armor: Light armor
Backpack (burglar's pack per PHB) Thieves' tools Dice set Disguise kit			Tools: One type of gaming set Languages: One of your choice CLASS: Rogue Armor: Light armor
Thieves' tools Dice set Disguise kit	1	1.0 lb	Languages: One of your choice CLASS: Rogue Armor: Light armor
Thieves' tools Dice set Disguise kit	1	1.0 lb	CLASS: Rogue • Armor: Light armor
Thieves' tools Dice set Disguise kit	1	1.0 lb	Armor: Light armor
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Thieves' tools Dice set Disguise kit	1	1.0 lb	
Thieves' tools Dice set Disguise kit	1	1.0 lb	
Dice set Disguise kit			Tools: Thieves' tools
Disguise kit	·	0.0 10	Saves: Dexterity, Intelligence
			Skills: Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation,
		3.0 lb	Perception, Performance, Persuasion, Sleight of Hand, and Stealth
			Expertise (Stealth, Perception), Thieves' Cant
		2.0 lb	Sneak Attack
			Once per turn, deal an extra 2d6 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 5ft of it, that
			enemy isn't incapacitated, and you don't have disadvantage on the attack roll
			Cunning Action
			You can take a bonus action on each of your turns in combat to Dash, Disengage, or Hide only
			Roguish Archetype (Assassin)
			Bonus Proficiencies: disguise kit, poisoner's kit
			Roguish Archetype Feature (Assassinate)
			You have advantage on attack rolls against any creature that hasn't taken a turn in the
			combat yet and any hit you score against a creature that is surprised is a critical hit
ATTUNED MAGICAL ITEMS	QTY LOCATION	WEIGHT	
	TOTAL WEIGHT CARRIE	ED 35.0 lb	
POSSESSION NOT ON PERSON			
ITEM	QTY LOCATION	WEIGHT	
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	TOTAL WEIGH	нт	
7 CHARACTER NOTES 💦 🍞	PERSONALITY TRAITS	s 🏹	
HONOD. DAVIEW			
HONOR: SANITY:			
	IDEAL		
7	IDEAL		
Gemstones	IDEAL		
	IDEAL		
	İDEAL		
	IDEAL		
GEMSTONES			
	IDEAL BOND		
GEMSTONES			
GEMSTONES	Bond	۲ ۲	
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