

NICKNAME

PLAYER NAME:

ARMOR CLASS: 14

(Leather Armor)

ATTACKS

Name

Modifier Damage

Shortsword +5 to hit 1d6 + 3, Melee Shortbow +5 to hit 1d6 + 3, Ranged

20 Arrows

OTHER EQUIPMENT

Climber's Kit

Rations (1 day)

Thieves' Tools

RACE: HALFLING CLASS: ROGUE

SKILLS

Acrobatics +5
Investigation +3
Perception +3
Stealth +5

DESCRIPTION

(Check one per line, or write your own)

[] Excited or Calm []

[] Barefoot or Fancy Boots []

[] Timid or Brave []
[] Selfish or Generous []

HIT POINTS: 11

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

SPECIAL ABILITY

If you hit with an attack roll in the first round of combat during an encounter, you roll two 6-sided dice (2d6) for damage and add your damage modifier.

NOTES