Game Master's Toolbox
5th Edition Compatible Character Sheet

Character Name

Class and Level: Rogue 1

Race: Hill Dwarf

Background: Trapsmith

Alignment: Neutral Good

Player Name

Experience Points

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+0	-1	+2	+2	+3	+1
10	8	15	14	16	12

Inspiration

+2 Proficiency Bonus

☐	+0	Strength
☑	+1	Dexterity
	+2	Constitution
☑	+4	Intelligence
	+3	Wisdom
	+1	Charisma

Saving Throws

☑	+1	Acrobatics (Dex)
	+3	Animal Handling (Wis)
	+2	Arcana (Int)
	+0	Athletics (Str)
	+1	Deception (Cha)
	+2	History (Int)
☑	+5	Insight (Wis)
	+1	Intimidation (Cha)
☑	+4	Investigation (Int)
	+3	Medicine (Wis)
	+2	Nature (Int)
☑	+5	Perception (Wis)
	+1	Performance (Cha)
	+1	Persuasion (Cha)
	+2	Religion (Int)
☑	+3	Sleight of Hand (Dex)
☑	+1	Stealth (Dex)
	+3	Survival (Wis)

Skills

15 Passive Wisdom (Perception)

Proficiencies. Light armor, simple weapons, battleaxes, hand crossbows, longswords, rapiers, shortswords, warhammers, mason's tools, thieves' tools, trapmaker's tools*.

Languages. Common, Dwarvish.

Expertise. When you make a Dexterity (Sleight of Hand) check, or check using thieves' tools, your proficiency is doubled. This bonus is included above.

*see Treacherous Traps

Other Proficiencies and Languages

Armor Class	Initiative	Speed
10	-1	25 ft.

Hit Point Maximum 11

Current Hit Points

Temporary Hit Points

Total 1d8

Hit Dice

Successes

Failures

Death Saves

Name	Atk Bonus	Damage
Shortsword	+2	1d6+2 piercing
Dagger*	+2	1d4+2 piercing

*You can throw your daggers 20 feet, or up to 60 feet with disadvantage on the attack roll.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon. You don"t need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn"t incapacitated, and you doesn"t have disadvantage on the attack roll.

Attacks and Spellcasting

CP

SP

EP

GP 5

PP

A set of tough, rugged clothing, a set of trapmaker's tools*, a small boot knife, string, a wooden hammer, box of 50 1-inch iron nails, a small envelope holding 15 hollow needles, a thimble, a round leather scroll case containing 10 pieces of parchment, 5 small pieces of writing charcoal, a spool of wire, a spool of thin braided rope, a spring, a pulley, 2 shortswords, leather armor, 2 daggers, thieves' tools, a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, and 50 feet of hempen rope.

*see Treacherous Traps

Equipment

It takes a lot to aggravate me but, once I reach that point, I explode like a powder keg.

Personality Traits

Supportive. The coin I make from my skills goes to benefit the needy. (Good)

Ideals

I'll protect my twin sister at any cost. She was mistreated by my family and doesn't deserve to suffer any more.

Bonds

I'm more than a touch clumsy. I've got the knowledge, but my fingers have a habit of slipping.

Flaws

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can"t discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Professional Courtesy. When you come into contact with other trap makers with whom you share a language, you can talk shop. When you do this, you have a better chance of building professional rapport. At the GM's discretion, this might shift them away from being hostile, provide you a discount on materials, or they may decide to do you a small favor.

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby, or whether the people in the area are easy marks or will provide a safe house for thieves on the run.

Features and Traits

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Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus

0 Cantrips

1

Slots Total	Slots Expended

Spell Name

2

Slots Total	Slots Expended

Spell Name

3

Slots Total	Slots Expended

Spell Name

4

Slots Total	Slots Expended

Spell Name

5

Slots Total	Slots Expended

Spell Name

6

Slots Total	Slots Expended

Spell Name

7

Slots Total	Slots Expended

Spell Name

8

Slots Total	Slots Expended

Spell Name

9

Slots Total	Slots Expended

Spell Name

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