



NAME

Annayla

INSP



Main

CLASS & LEVEL

PROF

Rogue 4 / Sorcerer 1

+3

BACKGROUND

RACE

Criminal

Halfling (Lightfoot)

ABILITIES

SENSES

PERC

SAVES

STR

10

+0

DEX

20

+5

CON

14

+2

INT

14

+2

WIS

12

+1

CHA

16

+3

17⁺

AC

INIT

SPEED

18⁺

+5

25⁺STR⁺

0

DEX⁺

+8

CON⁺

+2

INT⁺

+5

WIS⁺

+1

CHA⁺

+3

SPECIAL MOVE

SPECIAL DEFENSES

WND

MAX

TMP

HP

41

HD

4

1

Death Saves

S ○○○
F ○○○

Skills

Abilities

Inventory

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0



SKILLS

	NAME	STAT	MISC	TOTAL	
★	Acrobatics	Dex		+8	●●●●●●●●
★	Animal Handling	Wis		+1	●●●●●●●●
★	Arcana	Int		+2	●●●●●●●●
★	Athletics	Str		0	●●●●●●●●
★	Deception	Cha		+6	●●●●●●●●
★	History	Int		+2	●●●●●●●●
★	Insight	Wis		+1	●●●●●●●●
★	Intimidation	Cha		+3	●●●●●●●●
★	Investigation	Int		+5	●●●●●●●●
★	Medicine	Wis		+1	●●●●●●●●
★	Nature	Int		+2	●●●●●●●●
★	Perception	Wis	+3	+7	●●●●●●●●
★	Performance	Cha		+3	●●●●●●●●
★	Persuasion	Cha		+3	●●●●●●●●
★	Religion	Int		+2	●●●●●●●●
★	Sleight of Hand	Dex		+8	●●●●●●●●
★	Stealth	Dex		+8	●●●●●●●●
★	Survival	Wis		+1	●●●●●●●●
★	Thieves Tools	Dex	+3	+11	●●●●●●●●

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FEATS



FEATURES

Ability Score Improvement

Assassin

Assassinate

Bonus Proficiencies

Criminal Contact

Cunning Action

Draconic Bloodline

Draconic Resilience

Dragon Ancestor

Expertise - Thieves Tools and Perception

Sneak Attack

Spellcasting

Thieves' Cant



TRAITS

Brave

Halfling Nimbleness

Lucky

Naturally Stealthy



PROFICIENCIES

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Draconic Bloodline

Draconic Resilience

Dragon Ancestor

Expertise - Thieves Tools and Perception

Sneak Attack

Spellcasting

Thieves' Cant



TRAITS

Brave

Halfling Nimbleness

Lucky

Naturally Stealthy



PROFICIENCIES

Armor: Light armor

Tool: One type of gaming set, thieves' tools

Tool: Thieves' tools

Weapon: Simple weapons, hand crossbows, longswords, rapiers, shortswords



LANGUAGES

Common

Draconic

Halfling

Thieves Cant

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#	NAME	LOCATION	WT		
1	Bag of Holding - holding everything		15		
1	Ball Bearings (1,000)		2		
1	Bedroll		7		
1	Bell		0.05		
1	Candle		0.01		
1	Clothes, Fine		6		
1	Component Pouch		2		
1	Crossbow Bolts (20)		1.5		
1	Crossbow, Hand		3		
1	Crowbar		5		
1	Dagger		1		
1	Dagger, +1		1		
1	Disguise Kit		3		
1	Lantern, Hooded		2		
1	Oil (Flask)		1		
1	Piton		0.25		
1	Quiver		1		
1	Rapier		2		
5	Rations (1 Day)		2		
1	Rope, Hempen (50 Feet)		10		
1	String (10 Feet)		0.01		
1	Thieves' Tools		1		

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1	Dagger	1		
1	Dagger, +1	1		
1	Disguise Kit	3		
1	Lantern, Hooded	2		
1	Oil (Flask)	1		
1	Piton	0.25		
1	Quiver	1		
1	Rapier	2		
5	Rations (1 Day)	2		
1	Rope, Hempen (50 Feet)	10		
1	String (10 Feet)	0.01		
1	Thieves' Tools	1		
1	Tinderbox	1		
1	Waterskin	5		

TREASURE

163

GP

86

CP

52

SP

54

EP

3

PP

ENCUMBRANCE

Encumbered

Heavy

Maximum

Lift, Push, Drag

Current

50

100

150

300

47.5

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GENDER

AGE

HEIGHT

WEIGHT

SIZE

F 35(17) 3'3" 35lbs Small

ALIGNMENT

DEITY

Chaotic Good

PERSONALITY TRAITS

The best way to get me to do something is to tell me I can't do it.

IDEALS

Chains are meant to be broken, as are those who would forge them. (Chaotic)

BONDS

Someone I loved died because of a mistake I made. I will never let that happen again.

FLAWS

If there is a plan, I will forget it. If I do not, I will ignore it.

APPEARANCE

Fine clothes

NOTES

kewl, not bad 10/13/14/15/12/17 +1 DEX/+1CON for Ability increase

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WEAPONS

Crossbow, Hand

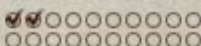


+8

1d6+5 piercing

Ammo

20



Dagger



+8

1d4+5 piercing

Dagger



+8

1d4+5 piercing

Ammo

0

Dagger, +1



+9

1d4+6
piercing,magic

Dagger, +1



+9

1d4+6
piercing,magic

Ammo

0

SPELL SLOTS

1st

Spells (Cantrips)

★ Acid Splash

Spells

📖 Cast Atk

📖 Save Dex DC 14

🩸 Dmg 1d6 acid

★ Mage Hand

Spells

★ Poison Spray

Spells

Mode

Combat

Display

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Spells (Cantrips)

 Acid Splash Spells
 Cast Atk Save Dex DC 14

 Dmg 1d6 acid

 Mage Hand Spells
 Poison Spray Spells
 Cast Atk Save Con DC 14

 Dmg 1d12 poison

 Ray of Frost Spells
 Cast Atk Ranged +6 Save
 Dmg 1d8 cold

Spells (Level 1)

 Chaos Bolt Spells
 Cast Atk Ranged +6 Save
 Dmg 2d8+1d6

 Dmg 1d8

 Sleep Spells
 Effect Unconscious 1 min

Mode

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