

3
LEVEL

Name: Telemark of Seleia Player: _____
 Class: Rogue (Corsair)
 Race: High Elf Background: Folk Hero
 Gender: M Size: Med Height: 5'6" Weight: 118 lbs.
 Age: 112 Hair: Red/Brn Eyes: Dk. Blue Alignment: CG



ABILITIES

Ability	Modifier	Saving Throw
10 STR STRENGTH	+0	+1
17 DEX DEXTERITY	+3	+6
13 CON CONSTITUTION	+1	+2
11 INT INTELLIGENCE	+0	+3
12 WIS WISDOM	+1	+2
13 CHA CHARISMA	+1	+2

SENSES

PASSIVE PERCEPTION **13** = 10 + Perception Skill
 Darkvision 60 ft.

COMBAT

ARMOR CLASS

15

NATURAL AC (No ARMOR) **13**

1	Armor Bonus	Leather Armor
+	Shield Bonus	
+	Dexterity Modifier	<input type="checkbox"/> Medium Armor (Max Bonus =2) <input type="checkbox"/> Heavy Armor (No Dex Bonus) <input type="checkbox"/> Stealth Disadv.
+	Spell Modifier	
+	Item Modifier	Ring of Protection
+	Misc Bonus	

ATTACKS

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Rapier	✓	Melee	+5	1d8+3	Piercing
Special: Finesse					
Dagger	✓	Melee	+5	1d4+3	Piercing
Special: Finesse, light, thrown (20/60 ft.)					
Special:					
Special:					
Special:					

SANITY

Maximum Sanity **10** Current Sanity
 8 + Proficiency Bonus

ABILITY SAVE DC

8 + Int + Prof Bonus **10** 8 + Dex + Prof Bonus **13**

Saving Throw Advantages/Disadvantages
 Adv. vs. charm; immune to magical sleep

SPECIAL FEATURES

Feature	Max Use	Recovery	Used

+2
PROFICIENCY BONUS

INSPIRATION

SKILLS

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

+3 INITIATIVE

Dex	Misc	BASE SPEED	ENCUMBERED
3	+	30	20

HIT POINTS

Max HP **27**

RESISTANCES (HALF DAMAGE)

Wounds

Temporary HP

Level	Die Type	Con	#Used
3	d8	+1	

Recover half of your maximum hit dice after a Long Rest

DEATH SAVES (DC 10)

Survive Perish

ACTIONS

Base Actions	Bonus Actions
Attack / Cast a Spell Dash / Disengage / Dodge Escape Grapple / Help / Hide Ready / Search / Use Object Tumble (as bonus action) As 1 att: Disarm / Grapple / Shove Cantrip: Prestidigitation	Cunning Action
	Reactions
	Opportunity Attack



CHARACTER TRAITS

RACIAL FEATURES

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day.

This gives the same benefit as a human gets from 8 hours of sleep.

I can cast Prestidigitation. Intelligence is my spellcasting ability for it.

CLASS FEATURES

Sneak Attack (Rogue 1, PHB 96) [2d6]

Once per turn, I can add damage to finesse/ranged attack if I have adv.

I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.

Cunning Action (Rogue 2, PHB 96)

I can use a bonus action to take the Dash, Disengage, or Hide action.

Deft Swordplay (Corsair 3, CODS 45)

During my turn, if I make a melee attack against a creature, that creature can't make opportunity attacks against me for the rest of my turn.

Expert Maneuvers - 3 Expertise points (Corsair 3, CODS 45)

Maneuver Save DC: 13

Riposte: When a creature misses me with a melee attack, I can use my reaction and expend one Expertise to make a melee weapon attack against the creature with adv.

Tumbling: I expend one Expertise and spend a bonus action to add my prof. bonus to my Armor Class until the end of my next turn.

Parry: When damaged with a melee attack, I can use my reaction and expend one Expertise to reduce the damage by 1d8 + my Dexterity modifier.

Lunge: When I make a melee weapon attack, I expend one Expertise to increase my reach by 5 feet. I can add my proficiency bonus to the damage if I hit.

PROFICIENCIES

ARMOR: LIGHT MEDIUM HEAVY SHIELDS

WEAPON: SIMPLE MARTIAL OTHER:

LANGUAGES

Common _____

Orc _____

Elvish _____

TOOLS

Thieves' Tools _____

Weaver's tools _____

Vehicles (land) _____



EQUIPMENT

ADVENTURING GEAR

NAME	#	WT.
Common Clothes / Red Avenger Costume		
Belt Pouch		
Backpack / Bedroll		
Crowbar / Hammer		
A bag of 1k ball bearings		
50' Rope / Tinderbox		
10 days of rations / Waterskin		
Hooded Lantern / 2 flasks of oil		
Thieves' Tools		

ATTUNED MAGIC ITEMS (MAX OF 3) WT.

Ring of Protection	

BACKGROUND

PERSONALITY TRAIT

A powerful fey showed me my true purpose. I fight injustice and tyranny as the vigilante known as The Red Avenger. I always help those that are in trouble.

IDEAL

Tyrants must not be allowed to oppress the people.

BOND

I've joined the crew of Luna's Shard, a ship of survivors looking to reclaim the local land from the tyranny of the Gray Sails and their ruthless allies.

FLAW

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

BACKGROUND FEATURE

I fit in among the common folk with ease. I can find a place to hide, rest, or recuperate among other commoners, unless I have shown myself to be a danger to them. They will shield me from the law or anyone else searching for me, though they will not risk their lives for me.

FEATS

FEAT: _____

FEAT: _____

FEAT: _____

FEAT: _____

PLATINUM = 10 GP GOLD = 10 GP ELECTRUM = 10 SP SILVER = 10 CP COPPER
 _____ 106 _____ _____ _____

LIFESTYLE: _____ DAILY EXPENSES: _____

NAME	#	WT.
Ring of Protection		
OTHER VALUBLES		

TOTAL WT. ENCUMBERED HEAVILY ENC. PUSH/LIFT

=Str x 5 =Str x 10 =(Str x 15)-30
 -10 Spd. -20 Spd. Spd.= 5 ft.