

D&D ADVENTURERS LEAGUE



Amnya Rødspyd

CHARACTER NAME

Rogue Level 5 Sailor

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

Human

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH

14

+2

DEXTERITY

18

+4

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

10

+0

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
 - ☒ 7 Dexterity
 - ☐ Constitution
 - ☒ 3 Intelligence
 - ☐ Wisdom
 - ☐ Charisma

- SKILLS
- ☒ 10 Acrobatics (Dex)
 - ☐ Animal Handling (Wis)
 - ☐ Arcana (Int)
 - ☒ 8 Athletics (Str)
 - ☐ Deception (Cha)
 - ☐ History (Int)
 - ☐ Insight (Wis)
 - ☐ Intimidation (Cha)
 - ☐ Investigation (Int)
 - ☐ Medicine (Wis)
 - ☐ Nature (Int)
 - ☒ 4 Perception (Wis)
 - ☐ Performance (Cha)
 - ☐ Persuasion (Cha)
 - ☒ 3 Religion (Int)
 - ☒ 7 Sleight of Hand (Dex)
 - ☒ 7 Stealth (Dex)
 - ☐ Survival (Wis)

16

ARMOR CLASS

+4

INITIATIVE

40 ft

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My friends can rely on me.

PERSONALITY TRAITS

I'm committed to faith and a sense of spirituality.

IDEALS

I was tricked by a wizard, and I'm out for revenge.

BONDS

My pride will probably lead to my destruction.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

+7

1d8+ 4

Dagger

+7

1d4 + 4

Amnya's spear has "finesse."

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Thieves' Tools

Navigator's tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Studded leather armor

Holy Symbol

Card gaming set

Thieves' tools

Common clothes

Flask of Oil

Lantern, hooded

Knapsack

Silk rope, 50 ft

Rabbit's foot

Grappling hook

EQUIPMENT

Expertise - acrobatics and athletics

Sneak attack - 3d6

Thieves' Cant - communicate secretly with other rogues

Cunning Action, Fast Hands - Use bonus action to

take the dash, disengage, hide, use object,

sleight of hands check or open lock action

Archetype - Thief

Second-story work - climbing doesn't cost extra movement. Increase distance on running jump by 3 feet.

Uncanny Dodge - use reaction to halve damage taken by an attack on Amnya.

Feat: Mobile. Amnya's speed is increased by 10 ft.

When Amnya takes the Dash action, difficult terrain doesn't cost extra movement.

When Amnya makes a melee attack against a creature, she does not provoke attack of opportunity from that creature until the end of her next turn, whether she hit or not.

FEATURES & TRAITS



CHARACTER NAME

35
AGE

5,7 ft
HEIGHT

140 lb
WEIGHT

Hazel brown
EYES

Dark
SKIN

Ash and black
HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE