



Allian Millanion

CLASS	LEVEL	EXPERIENCE	RACE
Rogue	9	48,000	High Elf
ALIGNMENT	BACKGROUND	PLAYER NAME	
NE			

STRENGTH

10

+0

DEXTERITY

20

+5

CONSTITUTION

13

+1

INTELLIGENCE

13

+1

WISDOM

8

-1

CHARISMA

15

+2

SAVING THROWS

☐ +0 STRENGTH

☒ +9 DEXTERITY

☐ +1 CONSTITUTION

☒ +5 INTELLIGENCE

☐ -1 WISDOM

☐ +2 CHARISMA

SKILLS

☒ +9 ACROBATICS (DEX)

☐ -1 ANIMAL HANDLING (WIS)

☐ +1 ARCANA (INT)

☒ +4 ATHLETICS (STR)

☒ +6 DECEPTION (CHA)

☒ +5 HISTORY (INT)

☐ -1 INSIGHT (WIS)

☐ +2 INTIMIDATION (CHA)

☒ +5 INVESTIGATION (INT)

☐ -1 MEDICINE (WIS)

☐ +1 NATURE (INT)

☒ +3 PERCEPTION (WIS)

☐ +2 PERFORMANCE (CHA)

☒ +5 PERSUASION (CHA)

☐ +1 RELIGION (INT)

☒ +13 SLEIGHT OF HAND (DEX)

☒ +13 STEALTH (DEX)

☐ -1 SURVIVAL (WIS)

1 INSPIRATION

+4 PROFICIENCY BONUS

13 PASSIVE WISDOM (PERCEPTION)

ARMOUR CLASS

16

INITIATIVE

+5

SPEED

30

57 (9d8) MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH SAVES

SUCCESSSES ☐ ☐ ☐ FAILURES ☐ ☐ ☐

ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE
Rapier	+9	1d8 + 5
Shortbow	+9	1d6 + 5
Dagger	+9	1d4 + 5

Coin

PLATINUM	
GOLD	567
ELECTRUM	
SILVER	72
COPPER	4



SPECIAL FEATURES & TRAITS

Special features: Sneak Attack, Dark-vision (60 feet), Fey Ancestry, Keen Senses, Trance, Expertise, Sneak Attack (+5d6), Cunning Action, Fast Hands, Second-Story Work, Uncanny Dodge, Evasion, Supreme Sneak

Traits: I am always gentle, diplomatic, and calm. I am also terrified of heights.

IDEALS

Charm. A friendly smile can win trust and open many doors.

BONDS

I'm too greedy for my own good and often take great risks for money.

FLAWS

My family secretly consorts with devils, and I admire powerful fiends.

OTHER PROFICIENCIES & LANGUAGES

Proficiencies: Simple weapons, hand crossbow, longbow, longsword, rapier, shortbow, shortsword, disguise kit, Dragonchess, poisoner's kit, thieves' tools

Languages: Common, Thieves' Cant, Elvish, Infernal

Quoth the Raven Nevermore.



CHARACTER BACKSTORY

OTHER PLAYERS

ADVENTURING GEAR

Belt pouch
Set of common clothes
Backpack
Bedroll
Disguise kit
Poisoner's kit
Thieves' tools
A tiny pocket mirror that sometimes shows shadowy reflections of unknown faces
50 feet of silk rope
Vial of basic poison

MAGICAL ITEMS & POTIONS

Boots of Striding and Springing
Cloak of the Bat
Potion of Animal Friendship
2 Potions of Healing

FRIENDS, ALLIES & ENEMIES

WEAPONS

Rapier
Five daggers
Shortbow
20 arrows

ARMOUR & SHIELDS

Leather armour

TRAVEL RATIONS

Quoth the Raven Nevermore.



SPELLCASTING ABILITY

Intelligence

SPELL SAVE DC

13

SPELL ATTACK BONUS

+5

CANTRIPS

Shocking Grasp

LEVEL 3

SLOTS TOTAL

EXPENDED

LEVEL 6

SLOTS TOTAL

EXPENDED

LEVEL 1

SLOTS TOTAL

EXPENDED

LEVEL 4

SLOTS TOTAL

EXPENDED

LEVEL 7

SLOTS TOTAL

EXPENDED

LEVEL 2

SLOTS TOTAL

EXPENDED

LEVEL 5

SLOTS TOTAL

EXPENDED

LEVEL 8

SLOTS TOTAL

EXPENDED

LEVEL 9

SLOTS TOTAL

EXPENDED

Quoth the Raven Nevermore.

NOTES

NOTES

