

Joel Tribbiani

Criminal
BACKGROUND

0
EXPERIENCE

300
NEXT LEVEL

Piton
PLAYER NAME

v002

Rogue 1

SUBCLASS

Chaotic Good
ALIGNMENT

Pelor (NG)

RELIGION / PATRON / DEITY

1 Hill Human
LEVEL RACE

Medium Male
SIZE GENDER

18 5.64 150 lb
AGE HEIGHT WEIGHT

Morena
SKIN

Verdes
EYES

Castanho claro
HAIR



ABILITIES				SAVING THROWS				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	SAVING THROW	ABILITY MODIFIER	PROFICIENCY BONUS	OTHER MODIFIER
STR STRENGTH	10	+0			+0	0		
DEX DEXTERITY	16	+3			+5	3	2	
CON CONSTITUTION	14	+2			+2	2		
INT INTELLIGENCE	8	-1			+1	-1	2	
WIS WISDOM	12	+1			+1	1		
CHA CHARISMA	14	+2			+2	2		

SKILLS									
SKILL NAME	ABILITY	PROFICIENT	SKILL MODIFIER	ABILITY MODIFIER	PROFICIENCY BONUS	OTHER MODIFIER			
ACROBATICS	DEX	●	+5	3	2	+			
ANIMAL HANDLING	WIS	○	+1	1		+			
ARCANA	INT	○	-1	-1		+			
ATHLETICS	STR	○	+0	0		+			
DECEPTION	CHA	●	+4	2	2	+			
HISTORY	INT	○	-1	-1		+			
INSIGHT	WIS	○	+1	1		+			
INTIMIDATION	CHA	●	+4	2	2	+			
INVESTIGATION	INT	○	-1	-1		+			
MEDICINE	WIS	○	+1	1		+			
NATURE	INT	○	-1	-1		+			
PERCEPTION	WIS	●	+5	1	4	+			
PERFORMANCE	CHA	○	+2	2		+			
PERSUASION	CHA	●	+4	2	2	+			
RELIGION	INT	○	-1	-1		+			
SLEIGHT OF HAND	DEX	●	+5	3	2	+			
STEALTH	DEX	●	+7	3	4	+			
SURVIVAL	WIS	○	+1	1		+			

HEALTH & ARMOR									
HP HIT POINTS	11			HD HIT DICE	1	1d8	PASS	<input type="checkbox"/>	<input type="checkbox"/>
	MAX	TEMPORARY	REMAINING		TOTAL	USED HIT DICE	FAIL	<input type="checkbox"/>	<input type="checkbox"/>
AC ARMOR CLASS	15	11		3	1				
	TOTAL	ARMOR	SHIELD	DEXTERITY MODIFIER	OTHER	DAMAGE RESISTANCE	DAMAGE REDUCTION		

ARMOR					
ARMOR	WEIGHT	DEX MOD	STRENGTH	STEALTH	
Leather armor	11	10 lb	+3	-	
ARMOR TYPE	PROPERTIES				
light	proficient, Don: 1min, Doff: 1min				

SHIELD			
ARMOR	WEIGHT	PROPERTIES	
none	+0	-	

ACTIONS									
INITIATIVE MODIFIER	+3	3		SPEED NORMAL	30 ft	INSPIRATION			
	TOTAL	DEXTERITY MODIFIER	OTHER						
ATTACKS PER ATTACK ACTION	1	1		PERCEPTION PASSIVE	15	10	5		
	TOTAL	STANDARD	EXTRA ATTACKS		TOTAL	BASE	PERCEPTION SKILL	OTHER	

ATTACK 1			
	BONUS	DAMAGE	TYPE
Rapier	+5	1d8+3	piercing
RANGE	PROPERTIES		
-	proficient, finesse		

ATTACK 2			
	BONUS	DAMAGE	TYPE
Dagger	+5	1d4+3	piercing
RANGE	PROPERTIES		
20/60	proficient, finesse, light, thrown		

ATTACK 3			
	BONUS	DAMAGE	TYPE
Hand crossbow	+5	1d6+3	piercing
RANGE	PROPERTIES		
30/120	proficient, ammunition, light, loading		

ATTACK 4			
	BONUS	DAMAGE	TYPE
RANGE	PROPERTIES		

ATTACK 5			
	BONUS	DAMAGE	TYPE
RANGE	PROPERTIES		

ATTACK 6			
	BONUS	DAMAGE	TYPE
RANGE	PROPERTIES		

PROFICIENCIES		
PROFICIENCY BONUS	+2	
TOOLS	Dice set	Common
LANGUAGES	Poisoner's kit	Thieves' cant
WEAPONS	Thieves' tools	Orc
	Unarmed strike	
	Long sword	
	Rapier	
	Short sword	
	Hand crossbow	
ARMOR	Light	

EQUIPMENT WORN	
HEAD HEADBAND, HAT, HELMET, OR PHYLACTERY	HANDS GLOVES OR GAUNTLETS
EYES EYE LENSES OR GOGGLES	ARMS / WRISTS BRACERS OR BRACELETS
NECK AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB	BODY ROBE OR SUIT OF ARMOR
Colar da mãe	Armadura de couro
SHOULDERS CLOAK, CAPE OR MANTLE	TORSO VEST, VESTMENT, OR SHIRT
Manto	Camisa
RINGS RIGHT HAND	WAIST BELT OR GIRDLE
	Cinto
RINGS LEFT HAND	FEET BOOTS, SHOES, OR SLIPPERS
	Botas

CARRYING CAPACITY		COINAGE	
CURRENT	ENCUMBERED	CARRYING	TOTAL
MAXIMUM CAPACITY 150 LBS, SPEED 5 FT	0 - 150 lb		
		PLATINUM (PP) 1 PLATINUM = 10 GOLD	
		GOLD (GP) 1 GOLD = 2 ELECTRUM	14
		ELECTRUM (EP) 1 ELECTRUM = 5 SILVER	
		SILVER (SP) 1 SILVER = 10 COPPER	
		COPPER (CP)	
PUSH, DRAG, LIFT PUSH OR DRAG ABOVE 150 LB SPEED DROPS TO 5 FT	0 - 300 lb		