

Anna

CHARACTER NAME

Rogue  
CLASS & LEVEL

Human/Illuskan  
RACE

Spy  
BACKGROUND

Chaotic Evil  
ALIGNMENT

NPC  
PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+5

20

CONSTITUTION

+3

16

INTELLIGENCE

+1

12

WISDOM

+4

18

CHARISMA

+5

20

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +4 Strength
- ☒ +11 Dexterity
- ☐ +3 Constitution
- ☒ +7 Intelligence
- ☒ +1 Wisdom
- ☐ +5 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +4 Athletics (Str)
- ☒ +17 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +1 Insight (Wis)
- ☒ +11 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +1 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☒ +17 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☒ +17 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

19

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum 145

CURRENT HIT POINTS

TEMPORARY HIT POINTS

17x  
(1d8+3)  
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger +3

+14

1d4+8 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

Leather +3

20

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set; Disguise Kit; Forgery Kit; Thieves' Tools

Weapon Proficiencies: Crossbow, hand; Longsword; Rapier; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies: Celestial; Common

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10000

TREASURE

EQUIPMENT



Anna

CHARACTER NAME

22

AGE

Black

EYES

162

HEIGHT

Pale white

SKIN

52

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

-----Bonus Actions-----

Cunning Action. As a bonus action you can Dash, Disengage or Hide (use once/turn).

-----Reactions-----

Uncanny Dodge. Halve the damage from an attacker you can see that hits you.

-----Other Traits-----

Blindsense. Know location of hidden or invisible creatures within 10 ft.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you. .

Evasion. When you succeed on a DEX save to take half damage, you take none, if you fail, you take half.

Insightful Manipulator . Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Master of Intrigue. When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice (enter the gaming set manually). You also learn two languages of your choice (enter this manually). Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Master of Tactics. Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

Misdirection. Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Reliable Talent. When you make an ability check with proficiency, treat a roll less than 10 as a 10.

Sneak Attack. 9d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn).

Soul of Deceit. Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful, if you so choose, and you can't be compelled to tell the truth by magic.

Thieves' Cant. Convey secret messages hidden in normal conversation.