

Xoala

CHARACTER NAME

Rogue (Thief) (9)

CLASS & LEVEL

Acolyte

BACKGROUND

NPC

PLAYER NAME

Gnome/Rock Gnome

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+4

18

CONSTITUTION

+1

13

INTELLIGENCE

0

10

WISDOM

+2

15

CHARISMA

0

10

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +8 Dexterity
- ☐ +1 Constitution
- ☒ +4 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +6 Perception (Wis)
- ☒ +8 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☒ +12 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+4

INITIATIVE

25

SPEED

Hit Point Maximum 56

CURRENT HIT POINTS

TEMPORARY HIT POINTS

9x(1d8+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+8

1d6+4 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Thieves' Tools; Tinker's Tools

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

Armor Proficiencies: Light

Language Proficiencies: Common; Gnomish; Halfling; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT

Amulet
Backpack
Bedroll
Mess kit
Prayer Book
Rations (1 day) x10
Rope, hempen
Tinderbox
Torch x10
Waterskin



Xoala

CHARACTER NAME

36

AGE

Gray

EYES

191

HEIGHT

White

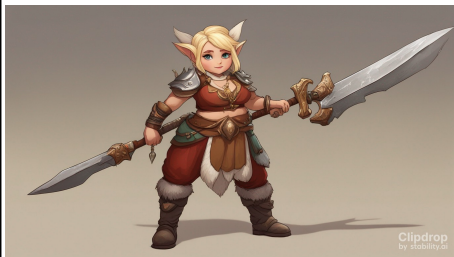
SKIN

67

WEIGHT

Blond

HAIR



Clipdrop
by Scudbox

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

FEATURES & TRAITS

Darkvision: 60 ft.

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

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

Fast Hands. Use your Cunning Action to make Sleight of Hand checks, use thieves' tools, or take Use and Object action.

-----Reactions-----

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

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

Artificer's Lore. Add 2X prof bonus on magical, alchemical, or technological item-related history checks.

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

Gnome Cunning. Advantage on INT, WIS, and CHA saves against magic.

Second-Story Work. Climbing costs no extra movement, your running jump distance increases by 4 ft.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

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

Supreme Sneak. Advantage on Stealth checks if you move no more than half your speed.

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

Tinker. Construct tiny clockwork devices.