

	DUNGEONS & DRAGONS®	
Etilos Lölikus von und zu Tisenstein		CHARACTER NAME
Rogue 6 CLASS & LEVEL	Kleptomanischer Adel... BACKGROUND	PLAYER NAME
Standard Human RACE	Chaotic Neutral ALIGNMENT	EXPERIENCE POINTS

STRENGTH 1 13	INSPIRATION	14 ARMOR CLASS	3 INITIATIVE	30 SPEED	Drachezähmer PERSONALITY TRAITS			
	PROFICIENCY BONUS 3							
DEXTERITY 3 16	SAVING THROWS	Hit Point Maximum 47		IDEALS				
	1 Strength 6 Dexterity 2 Constitution 3 Intelligence -1 Wisdom 2 Charisma	CURRENT HIT POINTS						
CONSTITUTION 2 14	TEMPORARY HIT POINTS	6 HIT DICE	SUCCESES ○○○ FAILURES ○○○	BONDS				
	Acrobatics (Dex) -1 Animal Handling (...) 0 Arcana (Int) 1 Athletics (Str) 5 Deception (Cha) 0 History (Int) -1 Insight (Wis) 2 Intimidation (Cha) 3 Investigation (Int) -1 Medicine (Wis) 0 Nature (Int) 2 Perception (Wis) 2 Performance (Cha) 5 Persuasion (Cha) 0 Religion (Int) 9 Sleight of Hand (D...) 6 Stealth (Dex) -1 Survival (Wis)							
INTELLIGENCE 0 11	DEATH SAVES	ATTACKS & SPELLCASTING		FLAWS				
	Acrobatics (Dex) -1 Animal Handling (...) 0 Arcana (Int) 1 Athletics (Str) 5 Deception (Cha) 0 History (Int) -1 Insight (Wis) 2 Intimidation (Cha) 3 Investigation (Int) -1 Medicine (Wis) 0 Nature (Int) 2 Perception (Wis) 2 Performance (Cha) 5 Persuasion (Cha) 0 Religion (Int) 9 Sleight of Hand (D...) 6 Stealth (Dex) -1 Survival (Wis)							
WISDOM -1 9	NAME	ATK	DAMAGE/TYPE					
	Rapier Shortbow Dagger Rapier Shortbow Dagger	+6 +6 +6 +6 +6 +6	1d8+3 Piercing 1d6+3 Piercing 1d4+3 Piercing 1d8+3 Piercing 1d6+3 Piercing 1d4+3 Piercing					
CHARISMA 2 15	PASSIVE WISDOM (PERCEPTION)	CP	0	EP	922	GP	980	PP
	TOOL: Thieves' Tools ⁺ LANGUAGE: Common, Elvish, Thieves' Cant, Undercommon ARMOR: Light Armor WEAPON: Hand Crossbow, Longsword, Rapier, Shortsword, Simple weapons	1 Rapier 1 Shortbow 1 Quiver 20 Arrows 1 Burglar's Pack 1 Leather Armor 2 Dagger						
OTHER PROFICIENCIES & LANGUAGES								

NAME

ATK

DAMAGE/TYPE

CP

SP

EP

GP

PP

Total:

Total:

20

ARROWS

ATTACKS & SPELLCASTING

1 Thieves' Tools

100 ball bearing

1 string

2 flask of oil

1 Backpack

5 Candle

1 Crowbar

1 Hammer

5 Piton

1 Hooded lantern

5 Rations

1 Tinderbox

1 Waterskin

1 Hempen rope

1 Spiegel

1 Goldene Taschenuhr

1 1 leuchtende Dekosteine

1 5 Stk Fleisch (unbek. Kreatur)

1 Stab

1 Rinde

5 Potion

2 Spruchrollen

1 "Blindness/Deafness"

1 "Makaberer Tanz"

1 Abenteuerbuch - Fiktion und Spannend

1 Tierfelle

1 Map der Höhle

Total:

Total:

20

ARROWS

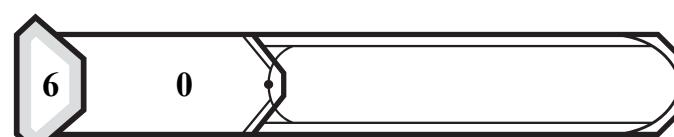
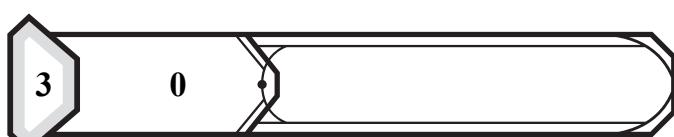
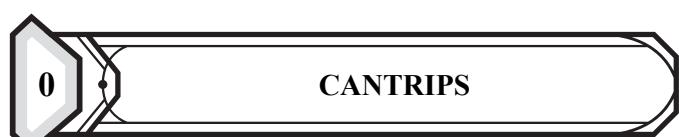
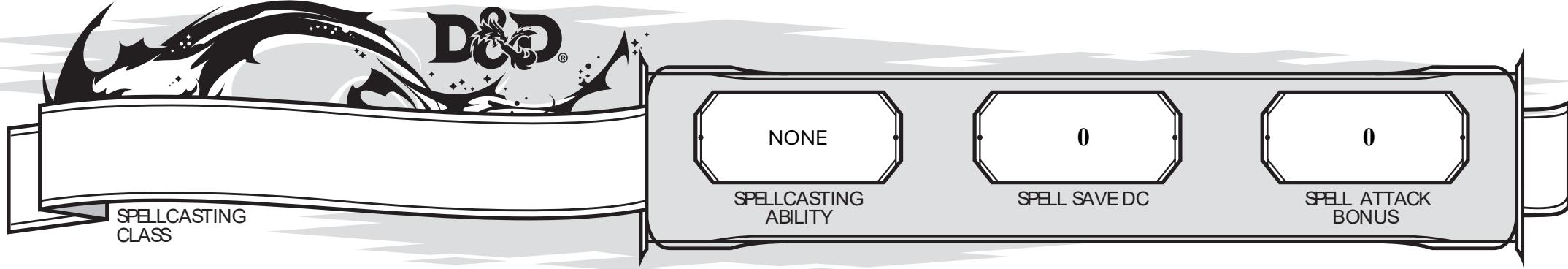
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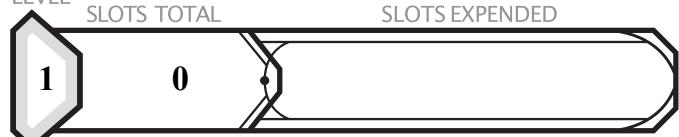
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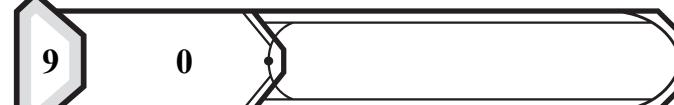
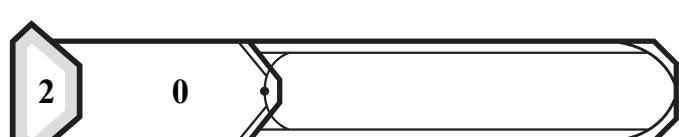
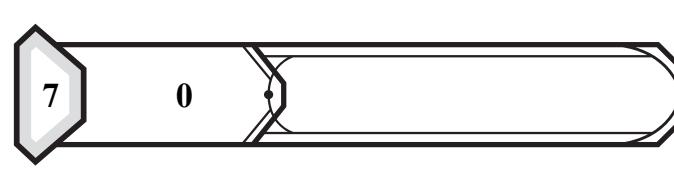
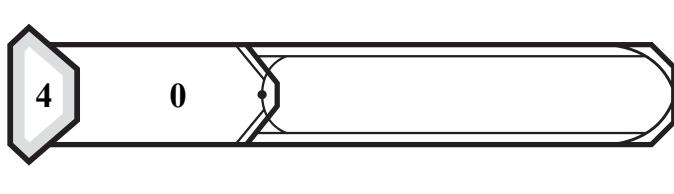
EQUIPMENT



SPELL LEVEL



SLOTS EXPENDED



FEATURES & TRAITS

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Hinterlist

Verschiedene Aktionen, die normalerweise eine Action bräuchten (Dash, Disengage, Hide) kannst du als Bonus-Action ausführen.

Archetyp: Dieb

Du kannst schneller an Fassaden hochklettern und weiter springen

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SPELLS