

Seymoor

CHARACTER NAME

Rogue (1)

CLASS & LEVEL

Human/Damiran

RACE

Criminal

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

16

+3

CONSTITUTION

13

+1

INTELLIGENCE

12

+1

WISDOM

11

0

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ 0 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +3 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+5

1d4 + 3 piercing

Shortsword

+5

1d6 + 3 piercing

ATTACKS & SPELLCASTING

Criminal Contact. You have a contact into a network of criminals (see PHB 129).

Sneak Attack. 1d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn, see PHB 96).

Thieves' Cant. Convey secret messages hidden in normal conversation (see PHB 96).

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set; Thieves' Tools

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

Armor Proficiencies: Light

Language Proficiencies: Common; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Pouch (1); Clothes, common (1); Piton (10); Leather (1); Waterskin (1); Candle (5); Lantern, hooded (1); Oil (2); Thieves' Tools (1); Rations (1 day) (5); Rope, hempen (1); String (1); Tinderbox (1); Hammer (1); Bell (1); Backpack (1); Ball bearings (1); Crowbar (1)

EQUIPMENT

FEATURES & TRAITS



Seymoor

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE