

Rogue (1) CLASS & LEVEL

Criminal

BACKGROUND

PLAYER NAME

Human/Damaran

Chaotic Neutral

ALIGNMENT **EXPERIENCE POINTS** 



DEXTERITY

b

+3

INSPIRATION

PROFICIENCY BONUS

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

SAVING THROWS



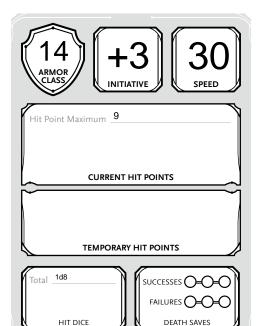
INTELLIGENCE

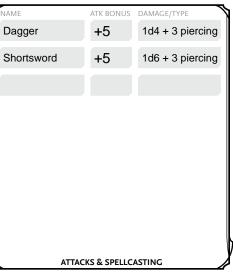
WISDOM

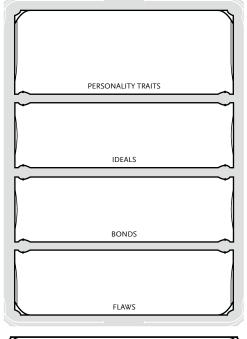
CHARISMA

- +5 Acrobatics (Dex) O 0 Animal Handling (Wis)
- O +1 Arcana (Int)
- +3 Athletics (Str) • +4 Deception (Cha)
- O +1 History (Int)
- +2 Insight (Wis)
- O +2 Intimidation (Cha)
- O +1 Investigation (Int) 0 0 Medicine (Wis)
- O +1 Nature (Int)
- +2 Perception (Wis)
- O +2 Performance (Cha)
- O +2 Persuasion (Cha)
- O +1 Religion (Int)
- O <u>+3</u> Sleight of Hand (Dex)
- +7 Stealth (Dex)
- $\bigcirc \ \underline{0} \quad \text{Survival } (\mathbb{W} \text{is})$

SKILLS







of creature is within 5 ft. (use once/turn, see PHB 96). Thieves' Cant. Convey secret messages

hidden in normal conversation (see PHB 96).

Sneak Attack. 1d6 extra damage on attack where you have advantage or another enemy

Criminal Contact. You have a contact into a

network of criminals (see PHB 129).

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set; Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

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

Armor Proficiencies: Light

Language Proficiencies: Common; Undercommon

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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

**EQUIPMENT FEATURES & TRAITS** 

