



DETECTIVE

Rogue 7 (Thief)

CLASS & LEVEL

25,070

EXPERIENCE POINTS

PLAYER NAME

Human

RACE

Spy

BACKGROUND

House at Clearview Peak

CAMPAIGN or PLAYER ID

STR

-1

9

+3 PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

15**+4****30 ft.**

SPEED

FEATURES, TRAITS & MORE

SAVING THROWS

-1 Strength Saves
 +7 Dexterity Saves *
 +2 Constitution Saves
 +5 Intelligence Saves *
 +0 Wisdom Saves
 +1 Charisma Saves
 * Prof. bonus added

DEX

+4

18

HIT POINTS

52

HIT DICE

7d8

DEATH SAVES: Success O O O Fail O O O

CON

+2

15

SKILLS

+4 Acrobatics (Dex)
 +0 Animal Handling (Wis)
 +2 Arcana (Int)
 +2 Athletics (Str) *
 +4 Deception (Cha) *
 +2 History (Int)
 +3 Insight (Wis) *
 +1 Intimidation (Cha)
 +5 Investigation (Int)
 +0 Medicine (Wis)
 +2 Nature (Int)
 +0 Perception (Wis)
 +1 Performance (Cha)
 +1 Persuasion (Cha)
 +2 Religion (Int)
 +10 Sleight of Hand (Dex) **
 +10 Stealth (Dex) **
 +0 Survival (Wis)

WIS

+0

11

SPECIAL ABILITIES

Sleuth's Intuition: +1 to all insight checks.

CHA

+1

13

10 PASSIVE WISDOM (PERCEPTION)

* Prof. bonus added

EQUIPMENT & TREASURE

Carried Gear: revolver, magnifying glass (+1 to investigation checks)

Lifting and Carrying: 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.

PROFICIENCIES & LANGUAGES

Saving Throws: Dexterity, Intelligence

Skills: Perception, Deception, Insight, Investigation, Sleight of Hand, Stealth