

# DETECTIVE

Rogue 7 (Thief)	25,070	
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
Human	Spy	House at Clearview Peak
RACE	BACKGROUND	CAMPAIGN or PLAYER ID

SPEED

FEATURES, TRAITS & MORE

**STR PROFICIENCY BONUS** -1 9 SAVING THROWS -1 Strength Saves **DEX** +7 Dexterity Saves \* +2 Constitution Saves +4 +5 Intelligence Saves \* +0 Wisdom Saves 18 +1 Charisma Saves \* Prof. bonus added CON **SKILLS** +2 +4 Acrobatics (Dex) +0 Animal Handling (Wis) 15 +2 Arcana (Int) +2 Athletics (Str) \* +4 Deception (Cha) \* INT +2 History (Int) +3 Insight (Wis) \* +2 +1 Intimidation (Cha) 14 +5 Investigation (Int) +0 Medicine (Wis) +2 Nature (Int) WIS +0 Perception (Wis) +1 Performance (Cha) +0 +1 Persuasion (Cha) 11 +2 Religion (Int) +10 Sleight of Hand (Dex) \*\* +10 Stealth (Dex) \*\* +0 Survival (Wis) **CHA** +1 \* Prof. bonus added 13

### PROFICIENCIES & LANGUAGES

PASSIVE WISDOM

(PERCEPTION)

Saving Throws: Dexterity, Intelligence Skills: Perception, Deception, Insight, Investigation, Sleight of Hand, Stealth

10

ARMOR CLASS (AC)

INITIATIVE

15 30 ft. +4

Armor Worn: Leather armor

HIT POINTS HIT DICE 52 **7d8** 

DEATH SAVES: Success OOO Fail OOO

#### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Revolver. Ranged Weapon Attack: +7 to hit, range 100 ft. Hit: 1d8+4 piercing damage. Comes with 6 bullets. Can also be used to pistolwhip someone for 1d6 bludgeoning damage at the risk of damaging the firing mechanism.

## SPECIAL ABILITIES

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

# **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.