



DETECTIVE

Rogue 7 (Thief)
CLASS & LEVEL

Human
RACE

25,070

EXPERIENCE POINTS

Spy

BACKGROUND

PLAYER NAME

House at Clearview Peak
CAMPAIGN or PLAYER ID

STR
-1
9

+3 PROFICIENCY BONUS

DEX
+4
18

CON
+2
15

INT
+2
14

WIS
+0
11

CHA
+1
13

SAVING THROWS

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

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*)

* Prof. bonus added

10 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, thieves tools

Saving Throws: Dexterity, Intelligence

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

Languages: Common, Thieves' Cant, Orc

ARMOR CLASS (AC)

15

INITIATIVE

+4

30 ft.

Armor Worn: Leather armor

HIT POINTS

52

HIT DICE

7d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit. *Hit:* 1d6+4 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. 1d4+4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Sneak Attack: Once per turn, you can deal an extra damage to one creature 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.

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, belt pouch, crowbar, set of dark common clothes including a hood

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

Coins & Gems: 613 gold pieces (gp); 72 silver pieces (sp); 5 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Human Traits [PHB p. 29]

- Age: 36-years-old
- Medium Size (5' 6", 180 lbs.)

Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+4d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Fast Hands (Cunning Action Sleight of Hand, thief's tools, use object)
- Second-Story Work (fast climb, double jump distance)
- Uncanny Dodge (use reaction for half damage vs. attack you can see)
- Evasion (area effect half or no damage)

Background Features [PHB p. 129]

- Criminal Contact