

I pocke tanything I see that might have some value.

PERSONALITY TRAITS

Creativity, I never run the same con twice.

**IDEALS** 

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BONDS

I can't resist swindling people who are more powerful than me.

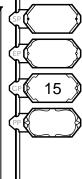
FLAWS

- -superior vision in dark and dim conditions
- -can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- -you have advantage on saving throws against being charmed, and magic can't put you to sleep.
- -you shave coins or forge documents
- -false identity: you have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents icluding official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.
- -Thieves cant: can hide messages in seemingly normal conversation. Also understands secret rogue signs.
- -Assassin Archetype (starting at Ivl 3)
- -Expertise: Double proficiency for:
- ---Thieves' tools
- ---Perception

FEATURES & TRAITS

+8 PASSIVE WISDOM (PERCEPTION)

Light Armor
Simple Weapons
Hand Crossbows
Longswords
Rapiers
Shortswords
Thieves' tools
Disguise kit
Forgery kit
can speak, read, and write Common
can speak, read, and write Elvish
can speak, read, and write Draconic



-\*shortbow 1d6 piercing, 2 lb. Ammunition (range 60/320), two-handed (20 arrows)
-\*thieves' tools
-\*disguise kit
-signet ring of an imaginary duke (for forging documents)
-set of fine clothes
-burglar's pack includes backpack, bag of 1000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, and a waterskin
-50 feet of hempen rope

-\*dagger 1d4 piercing, 1 lb. Finesse, light, thrown(range 20/60)

\*dagger 1d4 piercing, 1 lb. Finesse, light,

\*shortsword 1d6 piercing, 2 lb. Finesse,

thrown(range 20/60)



