

Keira Haider

CHARACTER NAME

Level 2 Human Rogue  
CHARACTER LEVEL, RACE, & CLASS420  
EXPERIENCECharlatan  
BACKGROUNDChaotic Good  
ALIGNMENT DEITYChristoph  
PLAYER NAME

## STRENGTH

9

-1

## DEXTERITY

15

+2

## CONSTITUTION

14

+2

## INTELLIGENCE

11

+0

## WISDOM

13

+1

## CHARISMA

16

+3

## PROFICIENCY BONUS

+2

ABILITY

- ☐ -1 Strength
- ☒ +4 Dexterity
- ☐ +2 Constitution
- ☒ +2 Intelligence
- ☐ +1 Wisdom
- ☐ +3 Charisma

CONDITIONAL

## SAVING THROWS

ABILITY

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

SKILLS

13

## PASSIVE PERCEPTION

## ARMOR

Leather

## SHIELD

13

AC

## ARMOR CLASS

## MAXIMUM

15

## HIT DICE

2d8

## TEMPORARY

## CURRENT HIT POINTS

## SPEED

30ft.

## FLY

0ft.

## CLIMB

0ft.

## SWIM

0ft.

## VISION

## INSPIRATION

## EXHAUSTION

## SPEED, SENSES, &amp; CONDITIONS

## RACIAL TRAITS

## INITIATIVE

+2

1 Attack / Attack Action

## NAME

Shortsword

Finesse, Light

## RANGE

5 ft

## ATTACK

+4 vs AC

## DAMAGE / TYPE

1d6+2 piercing

Shortbow

Ammunition, Two-Handed

80/320

+4 vs AC

1d6+2 piercing

Dagger

Finesse, Light, Thrown

20/60

+4 vs AC

1d4+2 piercing

## ATTACKS &amp; SPELLCASTING

**Sneak Attack.** Once per turn, you can deal an extra 1d6 damage to one creature you 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.

**Thieves' Cant.** A secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Cunning Action.** You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## FEATURES &amp; TRAITS

**Armor Proficiencies.** Light Armor

**Weapon Proficiencies.** Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

**Tool Proficiencies.** Disguise kit, Forgery kit, Thieves' tools

**Languages.** Common, Gnomish, Thieves' Cant

## PROFICIENCIES &amp; LANGUAGES



Keira Haider

CHARACTER NAME

Female	25	5'11"	150 lb
GENDER	AGE	HEIGHT	WEIGHT
Green	White	Red	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

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 including 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.

BACKGROUND FEATURE

TRINKET

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage.

You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment—nothing more than a bit of fat with a sprinkle of silver dust—can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

## QUEST ITEMS & TRINKETS

### Shortsword

*Weapons*

2 lb.

Player's Handbook

### Shortbow

*Weapons*

2 lb.

Player's Handbook

### Arrow

*Ammunition*

Arrows are used with a bow to make a ranged attack.

1/20 lb.

Player's Handbook

### Burglar's Pack

*Equipment Packs*

Includes a backpack, a bag of 1,000 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, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

10 lbs.

Player's Handbook

### Leather

*Armor*

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

10 lb.

Player's Handbook

### Dagger

*Weapons*

1 lb.

Player's Handbook

### Dagger

*Weapons*

1 lb.

Player's Handbook

### Thieves' Tools

*Tools*

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

**Components.** Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

**History.** Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

**Investigation and Perception.** You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

**Set a Trap.** Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

**Activity DC**

Pick a lock Varies

Disable a trap Varies

1 lbs.

Player's Handbook

### Potion of Healing

*Adventuring Gear*

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

½ lb.

Player's Handbook