

## One-Shot

CHARACTER NAME

Rogue 4  
CLASS & LEVEL

Tabaxi  
SPECIES

Urchin  
BACKGROUND

thekackler  
PLAYER NAME  
(Milestone)  
EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

10

+0

CHARISMA

8

-1

- ☐ +2 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☐ +1 Arcana INT
- ☒ +4 Athletics STR
- ☒ +1 Deception CHA
- ☐ +1 History INT
- ☒ +2 Insight WIS
- ☐ -1 Intimidation CHA
- ☒ +3 Investigation INT
- ☐ +0 Medicine WIS
- ☐ +1 Nature INT
- ☒ +2 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☐ +1 Religion INT
- ☒ +7 Sleight of Hand DEX
- ☒ +7 Stealth DEX
- ☐ +0 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

14

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 20 ft. (Climbing)

SPEED

Max HP

Current HP

Temp HP

31

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HIT POINTS

Total

4d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===  
Light Armor

=== WEAPONS ===  
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===  
Disguise Kit, Forgery Kit, Poisoner's Kit, Thieves' Tools

=== LANGUAGES ===  
Common, Thieves' Cant

PROFICIENCIES & TRAINING

=== ACTIONS ===  
Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===  
Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this

turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

=== SPECIAL ===  
Feline Agility • 1 / Other

When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Sneak Attack

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it. that

ACTIONS

12

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

13

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+5

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Dagger

+5

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Shortbow

+5

1d6+3 Piercing

Simple, Ammunition, Range, Two-Handed, Vex, Range (80/320)

Shortsword

+5

1d6+3 Piercing

Martial, Finesse, Light, Vex

Unarmed Strike

+4

3 Bludgeoning

Claws

+4

1d4+2 Slashing

WEAPON ATTACKS & CANTRIPS





## One-Shot

CHARACTER NAME

Female	16	Medium	5'	95
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good		Dark	Amber	Silvery
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

