







=== 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

=== 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									

SKILLS

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	
	WEA	APON ATTACKS & CANTRIF	os ,

Rogue 4 thekackler
CLASS & LEVEL PLAYER NAME

 Tabaxi
 Urchin
 (Milestone)

 SPECIES
 BACKGROUND
 EXPERIENCE POINTS

=== ROGUE FEATURES ===

- * Hit Points PHB 95
- * Proficiencies PHB 95
- * Expertise PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

* Sneak Attack • PHB 96

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 enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96

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

| 1 Bonus Action

* Steady Aim • TCoE 62

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.

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Assassin

* Bonus Proficiencies • PHB 97

You gain proficiency with the disguise kit and the poisoner's kit.

* Assassinate • PHB 97

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit you score against a creature that is surprised is a critical hit.

* Ability Score Improvement • PHB 96

=== TABAXI SPECIES TRAITS ===

* Ability Score Increase • BR

Choose an ability score to increase by 2 and another ability score to increase by 1.

* Darkvision • VGtM

You can see in darkness (shades of gray) up to 60 ft.

* Feline Agility • VGtM

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.

| 1 / Other • Special

* Cat's Claws • VGtM

You have a climbing speed of 20 ft. and your claws are natural weapons that deal 1d4 +2 slashing damage, instead of the normal bludgeoning damage for an

unarmed strike.

| Claws: 1 Action

* Proficiencies • BR

=== FEATS ===

* Skulker • PHB 170

You can try to hide when you are lightly obscured from the creature from which you are hiding. When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. Dim light doesn't impose disadvantage on your Perception checks relying on sight.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Leather	1	10 lb.	Hammer	1	3 lb.
		Dagger	1	1 lb.	Lantern, Hooded	1	2 lb.
SP (0	Dagger	1	1 lb.	Oil (flask)	2	2 lb.
		Shortbow	1	2 lb.	Piton	10	2.5 lb.
	0	Shortsword	1	2 lb.	Rations (1 day)	5	10 lb.
چرلل		Arrows	20	1 lb.	Rope, Hempen (50 feet)	1	10 lb.
ir (X	10	Backpack	1	5 lb.	Tinderbox	1	1 lb.
حرال		Case, Map or Scroll	1	1 lb.	Waterskin	1	5 lb.
P (0	Clothes, Common	1	3 lb.	String	10	
	WEIGHT CARRIED	Thieves' Tools	1	1 lb.			
	69.5 lb.	Small Knife	1				
	ENCUMBERED	Ball Bearings (bag of 1,000)	1,000	2 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	210 lb.	Bell	1				
F	PUSH/DRAG/LIFT	Candle	5				
	420 lb.	Crowbar	1	5 lb.			
			EQU	IIPMENT			



