**Character Name**: Spiderkiller - **Class**: Rogue(Assassin (specializing in poison)) - **Race**: Dweymeri - **Level**: 10 - **Alignment**: Neutral - **Background**: Former Blade of Our Lady of Blessed Murder

**Shahiid**: Truths – **Appearance**:

**Languages**: Tongueless, Dweymery

**Attributes (Ability Scores): Skills:**

Strength: 10 Acrobatics: +8 (Dex)

Dexterity: 19 Stealth: +12 (Dex)

Constitution: 16 Perception: +6 (Wis)

Intelligence: 13 Nature: +3 (Int)

Wisdom: 16 Investigation: +5 (Int)

Charisma: 8 Poisoner's Kit Proficiency: +5 (Int)

**Features and Abilities:**

Assassinate (Rogue Class Feature): Spiderkiller has advantage on attack rolls against any creature that hasn't taken a turn in combat yet. Any hit she scores against a surprised creature is a critical hit.

Sneak Attack (Rogue Class Feature): Spiderkiller deals an extra 3d6 damage when she hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally of Spiderkiller that isn't incapacitated.

Cunning Action (Rogue Class Feature): Spiderkiller can take a bonus action to Dash, Disengage, or Hide.

Evasion (Rogue Class Feature): Spiderkiller can nimbly dodge out of the way of certain area effects, such as a dragon's breath or a fireball spell, taking only half damage on a failed saving throw.

Poison Expertise: Spiderkiller is an expert in the field of poisons. She has advantage on saving throws against poison and resistance to poison damage.

Fast Hands (Rogue Class Feature): Spiderkiller can use the bonus action granted by her Cunning Action to make a Dexterity (Sleight of Hand) check, use her thieves' tools to disarm a trap or open a lock, take the Use an Object action or create poison in combat.

Uncanny Dodge (Rogue Class Feature): When Spiderkiller is subjected to an attack that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw and only half damage if she fails.

Evasion (Rogue Class Feature): Spiderkiller can nimbly dodge out of the way of certain area effects, such as a dragon's breath or a fireball spell, taking only half damage on a failed saving throw.

**Equipment:**

Poisoner's Kit

Dagger (1d4 piercing damage)

Blowgun (1 piercing damage)

Thieves' Tools

Poison vials and assorted poisons

Leather armor

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**Hit Points**: 68 (10d8 + 14) - **Armor Class**: 16 (Leather armor) - **Initiative**: +4 - **Speed**: 30 feet **Saves**: