

Sly Cooper

Personality:

Race: Phanaton
Sex: Male
Class: Rogue
Level: 1
Age: 36 years old
Height: 1.2 meters tall
Muscle Mass: Small
Colour: Grey fur tone
Mass: 25 kg
Nature: Chaotic Good

Backstory:

Grew up in an orphanage with Murray and Bentley, stealing cookies from the head office. They start a gang that steals from other thieves, where he is the thief and the "leader". He has a grudge on the claw gang which killed his parents, and a love for the officer Carmelita who always hunts him in the name of the law.

Languages:

- Common
- Thieves' Cant

Stats:

Hit points: 8/8
Hit dice available: 1/1 (d8)
Armour class: 11 + 3 = 14
Initiative: +3
Speed: 25
Passive Wisdom: 10 + 2 = 12
Proficiency bonus: 2
Exp: 0/300

Skill Proficiencies:

- Survival
- Stealth
- Deception
- Acrobatics
- Performance
- Persuasion
- Sleight of Hand

Attributes:

Category:	Value:	Mod:
Strength	10	0
Dexterity	14 + 2 = 16	+3
Wisdom	11 + 1 = 12	+1
Constitution	11	0
Intelligence	6	-2
Charisma	13	+1

Save Throws:

- Intelligence
- Dexterity

Weapons:

- Cane (proficient) 1d6 bludgeoning + 3 damage

Chosen Abilities and Traits:

- Stealthy (Overpowered?)
- Glide (40 feet, 5 feet down per 10 feet distance)
- Expertise (Stealth, Thieves' tools)
- Sneak attack (1d6)
- Thieves' Cant
- Criminal Speciality (Burglar)
- Criminal Contact

Item Proficiencies:

- Light Armour
- Simple Weapons
- Thieves' Tools
- Smoke Bombs
- Painter's supplies
- Playing Cards

Items

Item	Weight [kg]
15 gp	
2 x Crowbar	
A pouch	
Blue Leather armour, cap, gloves and shoes	
Thieves mask	
Cane	
Backpack	
Bag with 1000 Ball bearings	
10 feet of string	
A bell	
5 x Candle	
Hammer	
10 x piton	
5 x Ration	
Hooded lantern	
2 x flask of oil	
Tinderbox	
50 feet Hempen rope	
Waterskin	
Sum	

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - 25
Encumbered	25 - 50
Heavily encumbered	50 - 75