



DUNGEONS &amp; DRAGONS®

Gryz

NOM DU PERSONNAGE

Rogue 1

CLASSE ET NIVEAU

HISTORIQUE

NOM DU JOUEUR

Tieffelins

Chaotic Neutral

RACE

ALIGNEMENT

POINTS D'EXPÉRIENCE

FORCE	-2
	7

INSPIRATION
2

DEXTERITÉ	3
	16

BONUS DE MAÎTRISE
0
-2 Force
● 5 Dextérité
○ 0 Constitution
● 4 Intelligence
○ 0 Sagesse
○ 2 Charisme

CONSTITUTION	0
	10

JETS DE SAUVEGARDE
○ 3 Acrobaties (Dex)
○ 0 Dressage (Sag)
○ 2 Arcanes (Int)
○ -2 Athlétisme (For)
● 4 Tromperie(Cha)
○ 2 Histoire (Int)
● 4 Perspicacité (Sag)
○ 2 Intimidation (Cha)
○ 2 Investigation (Int)
○ 0 Médecine (Sag)
○ 2 Nature (Int)
○ 0 Perception (Sag)
○ 2 Représentation (C...)
● 6 Persuasion (Cha)
○ 2 Religion (Int)
○ 3 Escamotage (Dex)
● 5 Discrétion (Dex)
○ 0 Survie (Sag)

INTELLIGENCE	2
	15

HIT DICE
Total 1

SAGESSE	0
	11

SUCCESES	○○○
FAILURES	○○○

CHARISME	2
	15

DEATH SAVES
-------------

## COMPÉTENCES

SAGESSE PASSIVE (PERCEPTION) 10

OUTIL: Thieves' Tools

LANGUE: Thieves' Cant

ARMURE: Light Armor

ARME: Hand Crossbow, Longsword, Rapier,

Shortsword, Simple weapons

AUTRES MAÎTRISES ET LANGUES

14 ARMOR CLASS
3 INITIATIVE
9 SPEED

Points de vie max 8
POINTS DE VIE ACTUELS
POINTS DE VIE TEMPORAIRES

HIT DICE
Total 1
SUCCESES ○○○
FAILURES ○○○
DEATH SAVES

NOM	ATT	DÉGÂTS / TYPE
Rapier	+5	1d8+3 Piercing
Shortbow	+5	1d6+3 Piercing
Dagger	+5	1d4+3 Piercing

CP	SP	EP	0 GP	PP
1 Rapier				
1 Shortbow				
1 Quiver				
20 Arrows				
1 Burglar's Pack				
1 Leather Armor				
2 Dagger				

## ÉQUIPEMENT

TRAITS DE PERSONNALITÉ
------------------------

IDÉAUX
--------

LIENS
-------

DÉFAUTS
---------

Thieves' Cant
Sneak Attack
CAPACITÉS ET TRAITS

NOM

ATT

DÉGÂTS / TYPE

CP SP EP GP PP

- 1 Thieves' Tools  
100 ball bearing  
2 flask of oil  
1 Backpack  
5 Candle  
1 Crowbar  
1 Hammer  
5 Piton  
1 Hooded Lantern  
5 Rations  
1 Tinderbox  
1 Waterskin  
1 Hempen Rope

Total: \_\_\_\_\_

Total: \_\_\_\_\_

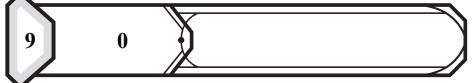
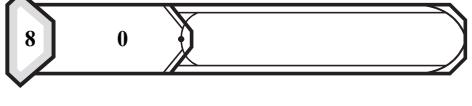
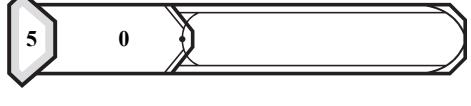
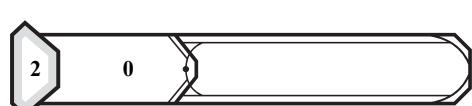
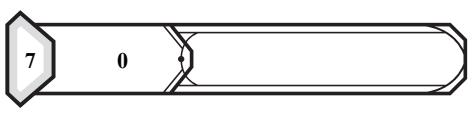
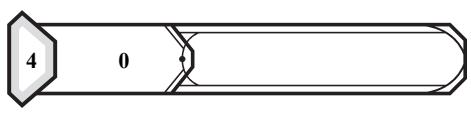
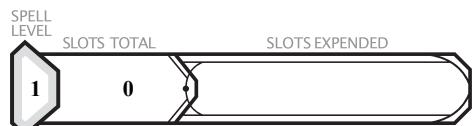
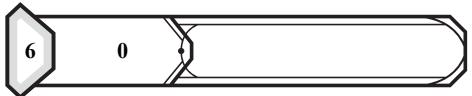
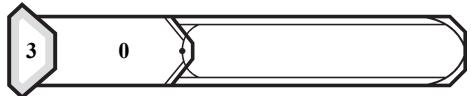
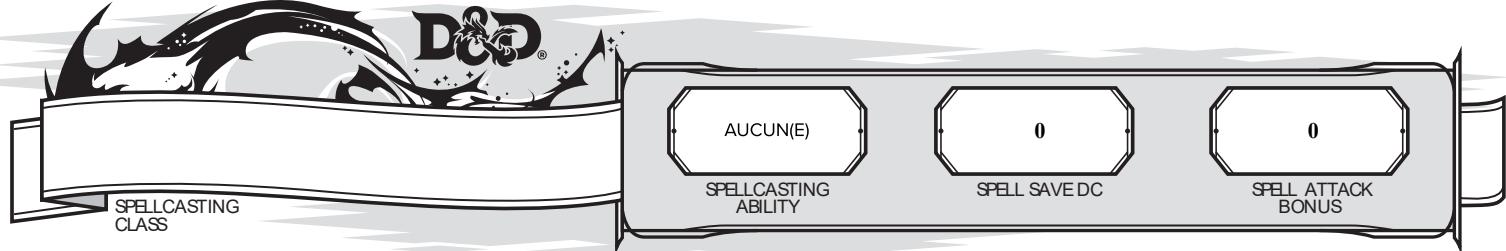
Total: \_\_\_\_\_

Total: \_\_\_\_\_

Total: \_\_\_\_\_

Total: \_\_\_\_\_

ÉQUIPEMENT



# CAPACITÉS ET TRAITS

## Thieves' Cant

During your rogue training you learned 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.

## Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. 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. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

# **SORTS**