



DUNGEONS &amp; DRAGONS®

Gryz

NOM DU PERSONNAGE

Rogue 2

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

SAGESSE	0
	11
COMPÉTENCES	
○ 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)	

CHARISME	2
	15

10 SAGESSE PASSIVE (PERCEPTION)
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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 13
POINTS DE VIE ACTUELS
POINTS DE VIE TEMPORAIRES

Total 2 HIT DICE
SUCCESES ○○○
FAILURES ○○○
DEATH SAVES

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

## ATTAQUES ET INCANTATIONS

CP	SP	11 EP	1 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

Cunning Action

## CAPACITÉS ET TRAITS

NOM

ATT

DÉGÂTS / TYPE

CP

SP

EP

GP

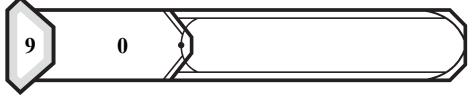
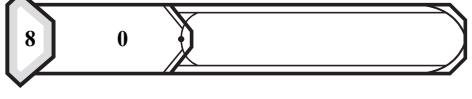
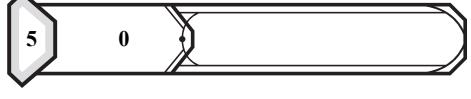
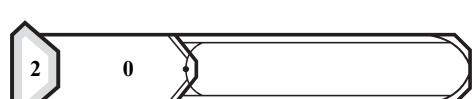
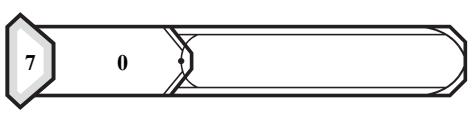
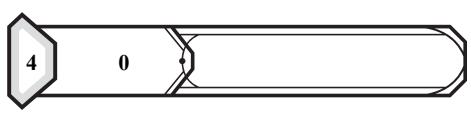
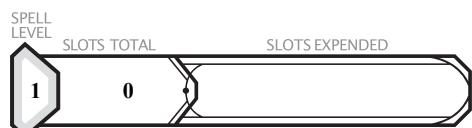
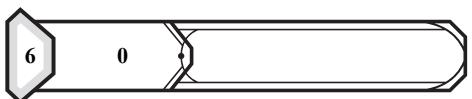
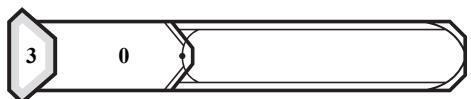
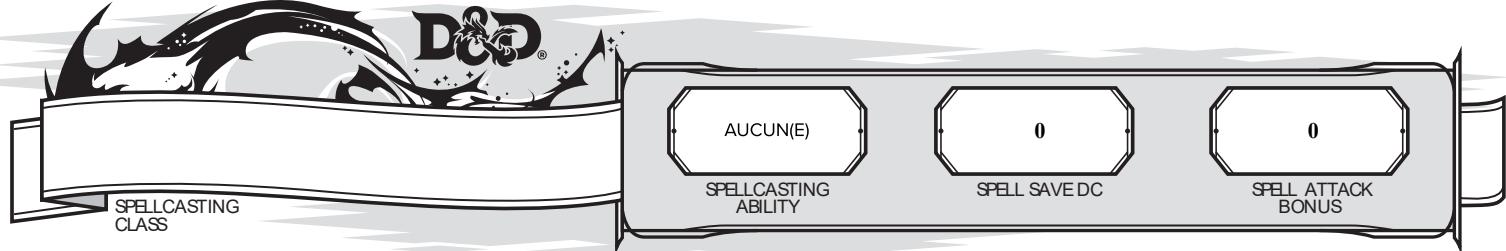
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## ATTAQUES ET INCANTATIONS

- 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

## ÉQUIPEMENT

Total: _____	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



# 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.

## Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

# **SORTS**