

Mischa Hathaway

CHARACTER NAME

Rogue (Swashbuckler) Criminal

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +2 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3 +5

INITIATIVE

30

SPEED

Hit Point Maximum 15 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES



NAME

Rapier

ATK BONUS

+5

DAMAGE/TYPE

d8+3

Hand Crossbow

+5

d6+3

Rng

30/120

Sneak Attack: +1d6 +2d6

Net: +5 to hit, range 5/15

On a hit, the target is restrained. A creature can use its action to make a DC10 Strength check, freeing itself or another creature on a success. Dealing 5 slashing damage to the net (AC10) also frees the creature and destroys the net.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Goblin
- Thieves' Cant

Tools:

- Thieves' Tools
- Disguise Kit

Vehicles:

- Water Vehicles

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

- 1 Rapier
- 2 Daggers
- Light Crossbow
- 1 net

Studded Leather Armor

- Burglar's Pack:
 - Backpack
 - 1000 ball bearings
 - 10 feet of string
 - Bell
 - 5 candles
 - Crowbar
 - Hammer
 - 10 pitons
 - Hooded Lantern
 - 2 flasks of oil
 - Tinderbox
 - 50 feet of rope

EQUIPMENT

Crossbow Expert: When you use your Action to make an attack with a melee weapon, you can make an attack with a hand crossbow as a bonus action. Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attack rolls.

Sneak Attack: Once per turn, you can deal extra damage to one creature you hit with an attack if you have advantage on the attack roll, or if an ally is within 5 feet of the target and you don't have disadvantage on the attack roll.

Cunning Action: You can Dash, Disengage, or Hide as a bonus action on your turn.

Fancy Footwork: If you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of the turn.

Rakish Audacity: You can use your sneak attack if you are within 5 feet of the target, no other creatures are within 5 feet of you, and you do not have disadvantage on the attack roll.

FEATURES & TRAITS