

Glimmer Mantouk

CHARACTER NAME

Rogue (Mastermind) Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tiefling

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ 0 Strength
 - ☒ +4 Dexterity
 - ☐ 0 Constitution
 - ☒ +3 Intelligence
 - ☐ +2 Wisdom
 - ☐ +3 Charisma

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

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 13 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

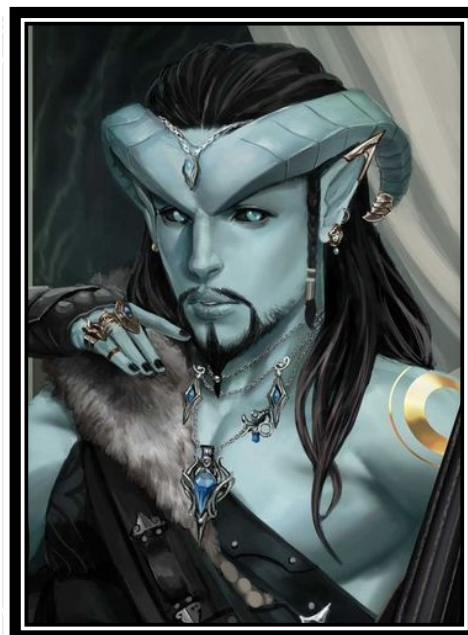
d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME ATK BONUS DAMAGE/TYPE

Rapier

+4

d8+2

Hand Crossbow

+4

d6+2

Rng

30/120

Sneak Attack: +1d6 +2d6

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Infernal
- Thieves' Cant

Tools:

- Thieves' Tools
- Disguise Kit
- Forgery Kit
- Card Games

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

1 Rapier
2 Daggers
Hand Crossbow

Studded Leather Armor

Diplomat's Pack:
-- Small chest
-- 2 scroll cases
-- Fine clothes
-- Bottle of ink
-- Ink pen
-- Lamp
-- 2 flasks of oil
-- 5 sheets of paper
-- Vial of perfume
-- Sealing wax
-- Soap

EQUIPMENT

Darkvision - 60 feet
Fire Resistance

Friends: For one minute, you have advantage on Charisma checks against a creature you choose. When this effect ends, the creature knows that it was charmed and becomes hostile to you.

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.

Master of Intrigue: You can mimic the speech patterns and accent of a creature you hear speak for at least one minute, enabling you to pass yourself off as a native speaker of a particular land, provided you know the language.

Master of Tactics: You can use the Help action as a bonus action: Choose one enemy that can see or hear you within 30 feet. The next attack that one of your allies makes against that target has advantage.

☐ Disguise Self: You make yourself and the belongings on your person look different for one hour. You can make yourself one foot taller or shorter and must maintain a humanoid shape. These changes are illusory: they do not hold up to physical inspection. Once you use this feature, you cannot use it again until you complete a long rest.

FEATURES & TRAITS