

Rogue (A.Trickster) [3] CLASS & LEVEL

Outlander BACKGROUND

Zoe PLAYER NAME

Halfling (Lightfoot)

Lawful Good

1000 EXPERIENCE POINTS



5

CONSTITUTION

17

INTELLIGENCE

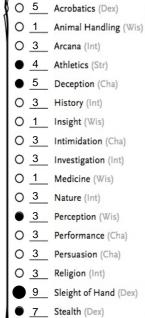
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WISDOM

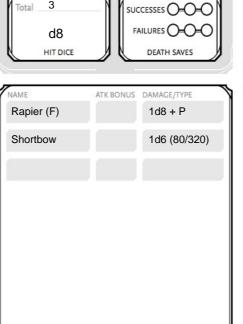
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CHARISMA









I have a lesson for every situation, drawn from observing nature.

I m driven by a wanderlust that led me away from home.

PERSONALITY TRAITS

Greater Good. It is each person s responsibility to make the most happiness for the whole tribe.

IDEALS

It is my duty to provide children to sustain my tribe.

BONDS

There s no room for caution in a life lived to the fullest.

FLAWS

Lucky: When you roll a 1 on The D20 for an Attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave: You have advantage on Saving Throws against being Frightened.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Languages: Common, Halfling, One of your choice, Thieves Cant

Background: Outlander (Bounty Hunter parents)

Expertise in Sleight of Hand and thieves' tools. Your proficiency bonus is doubled

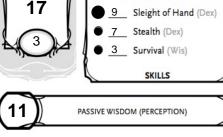
Sneak Attack: Once per turn, you can deal extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

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.

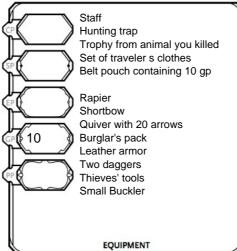
Cunning Action: Starting at your second level, you car use your Bonus Action to take the Dash, Disengage, or Hide action.

FEATURES & TRAITS

Know 3 Cantrips & 3 1st level spells. HP Rolls: 8,8,7 Dex +2, Cha +1

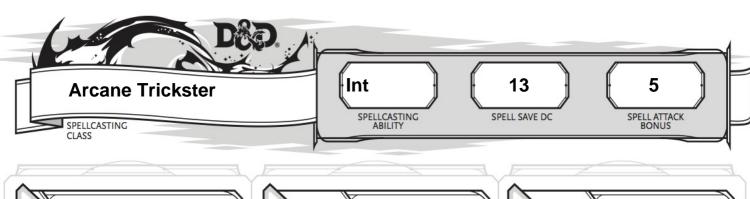


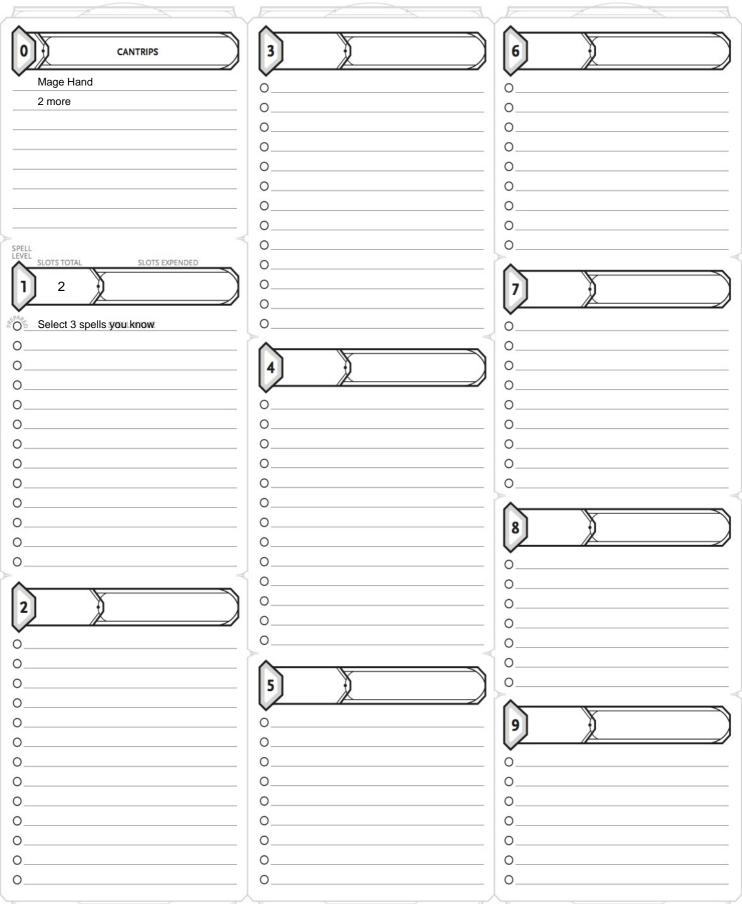




ATTACKS & SPELLCASTING







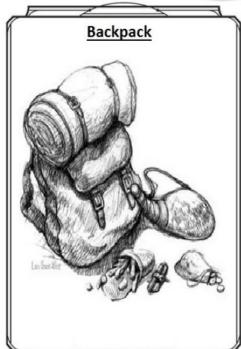


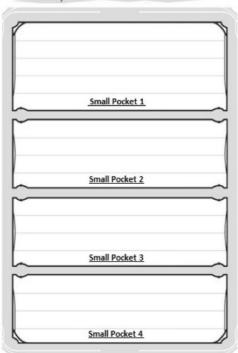
Backpacks can hold no more then 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.







	7
Bed Roll	
Rope	
Ammo	
Torches	_

	Treasure Purse	
Copper =		
Silver =		
Electrum =		
Gold =		
Platinum =		
	Additional Treasure	

	Main	Pouch Pouch
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