

Minerva Carrington

CHARACTER NAME

Rogue Lvl 12

CLASS & LEVEL

Street Rat

BACKGROUND

Lizzy Disbrow

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

13

DEXTERITY

20

CONSTITUTION

14

INTELLIGENCE

13

WISDOM

15

CHARISMA

14

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +9 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☐ +2 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +13 Acrobatics (Dex) ★
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +10 Deception (Cha) ★
- ☐ +1 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +10 Persuasion (Cha) ★
- ☐ +1 Religion (Int)
- ☒ +9 Sleight of Hand (Dex)
- ☒ +9 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 12d8

88 HP

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am House Carrington. I am the Red Queen. Not The Face! Don't loose these daggers.

PERSONALITY TRAITS

My duty is to aid families of all kinds to succeed in ways I couldn't.

IDEALS

The Grey Companions helped me in my time of need, and I will continue their legacy.

BONDS

I have a high opinion of myself, and am often the most talented in the room.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Knife

+7

1d4 + 4

H Crossbow

+7

1d6 + 3

Can throw knives up to 60 feet
Bow Range 80 / 320 feet
Hand Crossbow Range 30 / 120 feet

ATTACKS & SPELLCASTING

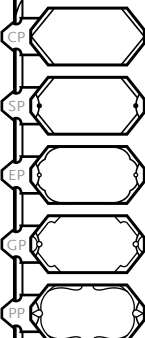
18

PASSIVE WISDOM (PERCEPTION)

Common
The Old Tongue
Thieve's Cant

Thieve's Tools: Proficiency with these tools lets you add your proficiency bonus to any ability check you make to disarm traps or open locks (DEX+proficiency+proficiency(for expertise)). ★

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

Street Rat: The Neighborhood

Advantage on stealth and perception in Brand.

Sneak Attack

Once per turn deal 6d6 dmg to a creature if you have adv on a finesse/ranged attack. You don't need advantage if an ally is within 5ft.

Cunning Action

Use bonus action to Dash, Disengage, or Hide.

Feat: Sharpshooter

- o Long range does not impose disadvantage.
- o Before you attack with a ranged weapon you are proficient with, you can choose to take a -5 penalty to hit to add 10 to the damage.

Uncanny Dodge

When an attacker you see hits you, you can use your reaction to halve the damage against you.

Evasion

When making a DEX saving throw to take half damage, you instead take no damage if you succeed and 1/2 if you fail.

Trickster: Magical Ambush

When hidden from a creature, your spells cast on them are saved at disadvantage.

Feat: Skulker

- 1) Can hide when lightly obscured
- 2) When hidden and miss on attack - doesn't reveal position
- 3) Dim light does not impose disadvantage on you

Reliable Talent

When rolling skills for which proficient, any roll less than 9 is considered a 10

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

2

5

8

9

SPELLS KNOWN