

Minerva Carrington

CHARACTER NAME

Rogue Lvl II

CLASS & LEVEL

Human

RACE

Street Rat

BACKGROUND

ALIGNMENT

Lizzy Disbrow

PLAYER NAME

64,000

EXPERIENCE POINTS

STRENGTH

13

DEXTERITY

19

CONSTITUTION

14

INTELLIGENCE

12

WISDOM

15

CHARISMA

14

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +8 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☐ +2 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +6 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)
- ☒ +6 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +8 Sleight of Hand (Dex)
- ☒ +8 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

79 HP

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Soft spot for animals. I am the Red Queen.
Not The Face! Don't loose these daggers.

PERSONALITY TRAITS

I like helping those in need.

IDEALS

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

BONDS

Drald is a nuisance - Lommy would still be
alive if it wasn't for his blasted cousin.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Knife

+7

1d4 + 4

H Crossbow

+7

1d6 +

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

ATTACKS & SPELLCASTING

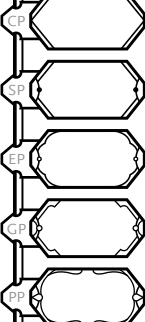
18

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).

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



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

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

5

8

2

5

9

SPELLS KNOWN