

Minerva Carrington

CHARACTER NAME

Rogue Lvl 9

CLASS & LEVEL

Human

RACE

Street Rat

BACKGROUND

ALIGNMENT

Lizzy Disbrow

PLAYER NAME

49,000

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 9d8

HIT DICE

SUCCESSES

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

Short Bow

+7

1d6 + 3

Can throw knives up to 60 feet

Bow Range 320 feet

ATTACKS & SPELLCASTING

18

PASSIVE WISDOM (PERCEPTION)

Common

The Old Tongue

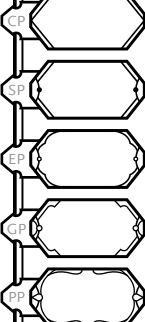
Thieve's Cant

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).

Disguise Kit

Poisoner's Kit

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

Street Rat: The Neighborhood

Advantage on stealth and perception in Brand.

Sneak Attack

Once per turn deal 5d6 dmg to a creature if you have advantage on the attack roll. The attack must be a finesse or ranged attack. You don't need advantage if an ally is within 5ft.

Cunning Action

Use bonus action to Dash, Disengage, or Hide.

Assassin: Assassinate

Advantage on creatures who have not taken a turn. Any surprised creature is an auto critical hit.

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 success and 1/2 if you fail.

Assassin: Infiltration Expertise

Spend 7 days / 2.5 gold to create an intricate false identity. Others will believe you to be that identity until given an obvious reason not to.

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

5

8

2

5

8

9

SPELLS KNOWN