

ASSASSIN

(CHARACTER NAME)

CLASS: ROGUE

PLAYSTYLE: SNEAK

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2) Undercommon
- 3) Thieves' Cant
- 4)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

- I

+ 5

STRENGTH

DEXTERITY

+ 3

CONSTITUTION

+ I

INTELLIGENCE

+ I

WISDOM

+ 2

CHARISMA

(30 FT.)
+ 8
INIT

I 5
AC

/ 27
HP

SPECIAL

Sneak Attack. Once per turn, on a hit, you can deal an extra $2d6$ damage if:
1) you have advantage on the attack, or
2) an enemy of the target is within 5 ft. of it.

REACTIONS

Opportunity Attack. ∞
When an enemy exits your melee range, attack it with your *assassin claws*.

ITEMS

EQUIPMENT:

Main Hand. Assassin Claws.

Off-Hand. Blowgun.

Armor. Studded Leather.

TOOLS/KITS:

Thieves' Tools. Lock picks, a mirror, a file, scissors, and pliers for picking locks and disarming traps.

Hit Dice.

During short rest (1 hr.), heal yourself for $1d8+3$.

BACKPACK:

Burglar's Pack.

- bag of 1,000 ball bearings
- tinderbox, hooded lantern, oil flask (2)
- bell, string (10 ft.)
- crowbar
- hammer, pitons (10)
- waterskin, rations (5)
- hempen rope (50 ft.)

ATTACKS (+5)

Assassin Claws. ∞

Melee, $1d8+3$ slashing.

Blowgun. ∞

Ranged (25/100 ft.), $1d4+3$ poison.

BONUS ACTIONS

ABILITIES (DC --)

Dash. ∞

You have double your movement speed this turn.

Disengage. ∞

Avoid all opportunity attacks this turn.

Hide. ∞

Attempt to hide (DEX check), gaining advantage on your next attack if successful. [WIS save: not hidden].

FEATURES

Alert. You cannot be surprised and unseen attackers do not have advantage when attacking you.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in combat yet. If you hit a creature that is surprised, it is a critical hit.

Cunning Action. You may use any of your abilities as a bonus action.

MONEY: Copper: _____ Silver: _____ Gold: 50