

INSPECTOR

(CHARACTER NAME)

CLASS: ROGUE

PLAYSTYLE: SHOOTER

RACE: _____

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

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

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

- I

+ 5

STRENGTH

+ 2

DEXTERITY

+ 6

CONSTITUTION

INTELLIGENCE

+ 4

WISDOM

+ 0

CHARISMA

(30 FT.)
+ 3
INIT

I 5
AC

/ 24
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,
2) an enemy of the target is within 5 ft. of it, or
3) inspection is active.

REACTIONS

ITEMS

EQUIPMENT:

Main Hand. Light Crossbow.

Off-Hand.

Armor. Studded Leather.

TOOLS/KITS:

Forgery Kit. Parchments, pens, inks, seals, and sealing wax for making or checking forgeries.

Hit Dice.

During short rest (1 hr.), heal yourself for $1d8+2$.

BACKPACK:

Scholar's Pack.

- book of lore
- ink, quill, parchment (10)
- magnifying glass
- small knife

ATTACKS (+5)

Light Crossbow. ∞
Ranged (80/320 ft.), $1d8+3$ piercing.

BONUS ACTIONS

Inspection. ∞
Discern a target's weak points (WIS check), gaining *sneak attack* on it. [Lasts 1 min. (CHA save: unsuccessful)].

Investigate. ∞

Look for hidden creatures or objects (WIS check) or check for clues (INT check).

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

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

Ear for Deceit. When you make a WIS check to detect lies, treat a d20 roll of 7 or lower as an 8.

Lip Reader. If you can see a creature's mouth while it is speaking a language you understand, you know what it's saying.