

# SCOUT

(CHARACTER NAME)

CLASS: ROGUE

PLAYSTYLE: SHOOTER

RACE: \_\_\_\_\_

DIFFICULTY: VERY HARD

## APPEARANCE

IDEALS:

BONDS:

FLAWS:

## ROLEPLAYING

LANGUAGES:

- 1) Common
- 2) Thieves' Cant

3)  
4)

PERSONALITY:

ALIGNMENT: \_\_\_\_\_

+0  
STRENGTH

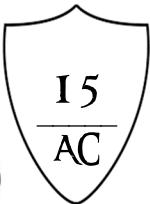
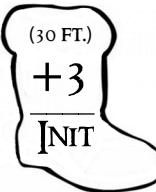
+5  
DEXTERITY

+3  
CONSTITUTION

+2  
INTELLIGENCE

+2  
WISDOM

+0  
CHARISMA



## ITEMS

### EQUIPMENT:

**Main Hand.** Large Crossbow.

**Off-Hand.**

**Armor.** Studded Leather.

### TOOLS/KITS:

**Cartographer's Tools.** Quills, ink, parchments, a compass, calipers, and a ruler for mapping.

**Hit Dice.**

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

### BACKPACK:

**Explorer's Pack.**

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 5

## SPECIAL

**Owl Scout.** You have a 100-ft. telepathic link with an owl scout (see back). Its turn concurs with yours and it acts on your orders. As an action, you may:  
1) see and hear through it for 1 turn, or  
2) dismiss it to or recall it from a pocket dimension.

## REACTIONS

**Quick Escape.**  $\infty$

When an enemy ends its turn within 5 ft. of you, you may *disengage* and move up to half your move speed.

## ATTACKS (+5)

**Large Crossbow.**  $\infty$

Ranged (100/400 ft.), 1d10+3 piercing. If the attack is made with advantage or if an ally is within 5 ft. of the target, deal an extra 2d6 damage.

## BONUS ACTIONS

**Move Scouting Lights.** If scouting lights are active, you may move each of them.

## ABILITIES (DC -- )

**Dash.**  $\infty$

You have double your movement speed this turn.

**Disengage.**  $\infty$

Avoid all opportunity attacks this turn.

**Hide.**  $\infty$

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

**Message.**  $\infty$

Whisper a message to a target and receive a whispered response; only you and the target can hear this exchange. [120 ft. range].

**Scouting Lights.**  $\infty$

Create 4 torch-sized lights that cast dim light in a 10-ft. radius. [120 ft. range, lasts 1 min.].

## FEATURES

**Cunning Action.** You may use the *dash*, *disengage*, and *hide* abilities as bonus actions.

**Familiar Bond.** When your familiar dies, you may respawn it with a 10-minute ritual.