**DUNGEONS & DRAGONS®**

Faal Baelitae
CHARACTER NAME

Rogue 1
CLASS & LEVEL

High elf (m)
RACE

Criminal
BACKGROUND

Neutral
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH
+0
10

DEXTERITY
+3
17

CONSTITUTION
+2
14

INTELLIGENCE
+2
14

WISDOM
-1
8

CHARISMA
+1
12

INSPIRATION
+2
PROFICIENCY BONUS

☐ +0 Strength

☒ +5 Dexterity

☐ +2 Constitution

☒ +4 Intelligence

☐ -1 Wisdom

☐ +1 Charisma

☐ +3 Acrobatics (Dex)☐ -1 Animal Handling (Wis)☐ +2 Arcana (Int)☐ +0 Athletics (Str)☒ +3 Deception (Cha)☐ +2 History (Int)☒ +1 Insight (Wis)☐ +1 Intimidation (Cha)☒ +4 Investigation (Int)☐ -1 Medicine (Wis)☐ +2 Nature (Int)☒ +1 Perception (Wis)☐ +1 Performance (Cha)☐ +1 Persuasion (Cha)☐ +2 Religion (Int)☐ +3 Sleight of Hand (Dex)☒ +7 Stealth (Dex)☐ -1 Survival (Wis)

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8
HIT DICE

Successes ☐ ☐
Failures ☐ ☐

NAME	ATK	DAMAGE/TYPE
Rapier	+5	1d8+3 piercing
Shortbow	+5	1d6+3 piercing
Dagger	+5	1d4+3 piercing

Rapier. *Melee* : +5 (1d8+3 piercing ; finesse)

Shortbow. *Ranged* : +5 (1d6+3 piercing ; ammunition (range 80/320), two-handed)

Dagger. *Melee* : +5 (1d4+3 piercing ; finesse, light, thrown (range 20/60))

ATTACKS & SPELLCASTING

CP 0

SP 0

EP 0

GP 15

PP 0

Rapier, shortbow, dagger (2), leather, thieves' tools, leatherworker's tools, 20 arrows, backpack, ball bearings/1000 (10), chain/10 feet, bell, candle (5), crowbar, hammer, piton (10), lantern/hooded, oil/flask (2), rations/1 day (5), tinderbox, waterskin, rope/hempen 50 feet, crowbar, clothes/common, belt pouch

Equipment weight 104.5 lb - **Cost** 139.85 gp

Coins weight 0.15 lb

EQUIPMENT

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

Expertise * (Stealth, Thieves' tools)

Sneak Attack (+1d6)

Darkvision (60 ft.)

Keen Senses *

Fey Ancestry

Trance

Elf Weapon Training *

Cantrip (*green-flame blade* at will)

Criminal Contact

FEATURES & TRAITS**11** **PASSIVE WISDOM (PERCEPTION)**

Weapons simple weapons, hand crossbow, shortsword, longsword, rapier, shortbow, longsword, shortsword, shortbow, longbow

Armors light armor,

Tools thieves' tools, dice set, disguise kit

Languages Common, Elvish, Sylvan, Thieves' cant

PROFICIENCIES & LANGUAGES



Faal Baelitae

CHARACTER NAME

40

AGE

5.5 ft (Medium)

HEIGHT

110 lb.

WEIGHT

Brown

EYES

Tan

SKIN

Black

HAIR

Has a dancer's frame, is not too tall. Long black hair with grey-white streaks.
Rough stubble.

APPEARANCE

The Order of Eye and Tooth - I stole something that was marked by a client of The Order. I was brought into their ranks as indentured service. Now I've found my place here and can't fathom leaving.

ALLIES & ORGANIZATIONS

Criminal (Hired killer)

Mother

Name: Andraste Baelitae

Alignment: Neutral

Occupation: Explorer or wanderer (wanderer)

Relationship: Indifferent

Father

Name: Ivellios Baelitae

Alignment: Neutral

Occupation: Merchant

Relationship: Hostile

Family lifestyle: Comfortable (+10)

Childhood Home: Encampment or village

(village) in the wilderness

Childhood memories: I always found it easy to make friends, and I loved being around people.

I fell in with a gang of reprobates and ne'er-do-wells, and I learned my specialty from them.


I've always been nimble and quick of wit, so I decided to use those talents to help me make my way in the world.

I have a soft spot for motherly figures

ADDITIONAL FEATURES

CHARACTER BACKSTORY

TREASURE



Intelligence

SPELLCASTING CLASS (SPELLCASTING ABILITY)

DAILY SPELLS TO PREPARE

SPELLS SAVE DC

SPELLS ATTACK BONUS

0

CANTRIPS

Green-flame Blade (2dmg)

SPELL LEVEL

SLOTS

SLOTS EXPENDED

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