

Sickly Robin

CHARACTER NAME

Inquisitive Rogue 4

CLASS & LEVEL

Criminal

BACKGROUND

PLAYER NAME

Kenku

RACE

Chaotic Neutral

ALIGNMENT

4202

EXPERIENCE POINTS

STRENGTH

2

15

DEXTERITY

2

14

CONSTITUTION

1

13

INTELLIGENCE

1

13

WISDOM

4

18

CHARISMA

-2

7

INSPIRATION

2

PROFICIENCY BONUS

☐ 2 Strength

☒ 4 Dexterity

☐ 1 Constitution

☒ 3 Intelligence

☐ 4 Wisdom

☐ -2 Charisma

SAVING THROWS

☒ 4 Acrobatics (Dex)

☐ 4 Animal Handling (...)

☐ 1 Arcana (Int)

☐ 2 Athletics (Str)

☒ 0 Deception (Cha)

☐ 1 History (Int)

☒ 6 Insight (Wis)

☐ -2 Intimidation (Cha)

☐ 1 Investigation (Int)

☐ 4 Medicine (Wis)

☐ 1 Nature (Int)

☒ 8 Perception (Wis)

☐ -2 Performance (Cha)

☐ -2 Persuasion (Cha)

☐ 1 Religion (Int)

☒ 4 Sleight of Hand (Dex)

☒ 4 Stealth (Dex)

☐ 4 Survival (Wis)

SKILLS

13

ARMOR CLASS

7

INITIATIVE

30

SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Masterwork ...

+4

1d8+2 Piercing

Shortbow

+4

1d6+2 Piercing

Dagger

+4

1d4+2 Piercing

Masterwork ...

+4

1d6+2 Piercing

Crowbar

+4

1d8+2

ATTACKS & SPELLCASTING

CP

SP

EP

30

GP

PP

1 Shortbow

11 Arrows

1 Common clothes

1 Burglar's Pack

1 Leather Armor

1 Dagger

1 Dagger

EQUIPMENT

Greedy Fidgets w/ his belongings

PERSONALITY TRAITS

IDEALS

BONDS

Very Superstitious

FLAWS

Expert (Forgery) Duplication

Kenku Recall

Mimicry

Criminal Contact

Alert

Thieves' Cant

Sneak Attack

Cunning Action

Ear for Deceit

Eye for Detail

Insightful Fighting

Steady Aim

Observant

FEATURES & TRAITS

TOOL: Dice Set, Thieves' Tools*

LANGUAGE: Common, Auran, Thieves' Cant

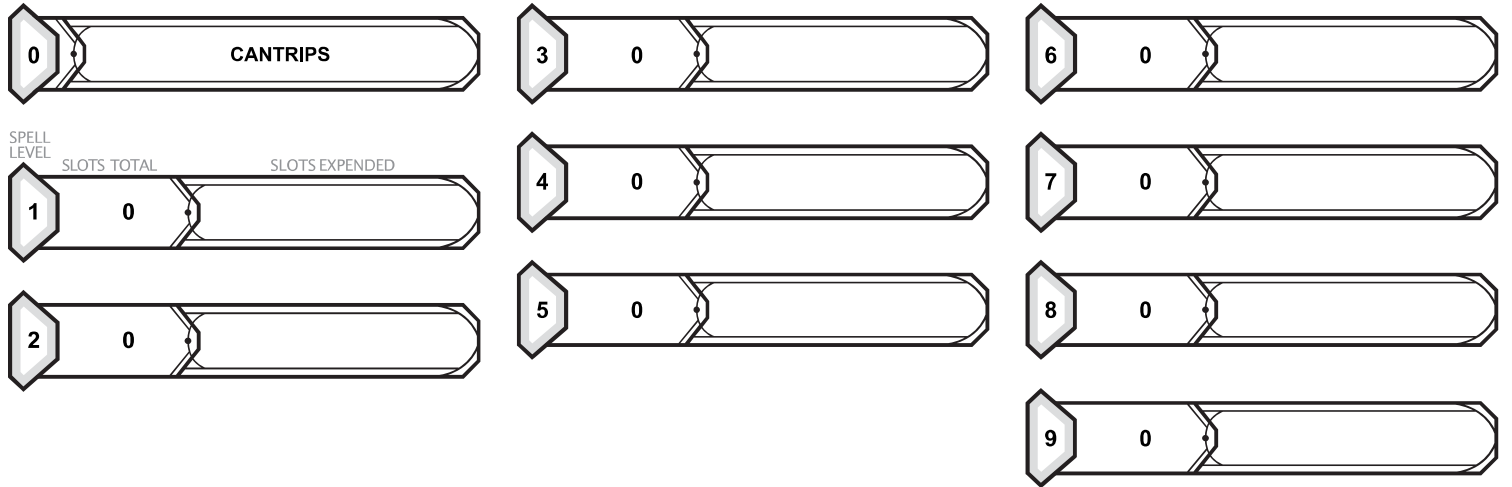
ARMOR: Light Armor

WEAPON: Hand Crossbow, Longsword, Rapier, Shortsword, Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

[illegible]

Total: _____ 2 KENKU RECALL	Total: _____ 11 ARROWS
Total: _____ 11 ARROWS	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



FEATURES & TRAITS

Expert (Forgery) Duplication

When you copy writing or craftwork produced by yourself or someone else, you have advantage on any ability checks you make to produce an exact duplicate.

Kenku Recall

Thanks to your supernaturally good memory, you have proficiency in two skills of your choice. Moreover, when you make an ability check using any skill in which you have proficiency, you can give yourself advantage on the check before rolling the d20. You can give yourself advantage in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mimicry

You can accurately mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations only with a successful Wisdom (Insight) check against a DC of 8 + your proficiency bonus + your Charisma modifier.

Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Alert

Always on the lookout for danger, you gain the following benefits: You can't be surprised while you are conscious. You gain a +5 bonus to initiative. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Ear for Deceit

When you choose this archetype at 3rd level, you develop a talent for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Eye for Detail

Starting at 3rd level, you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues.

Insightful Fighting

At 3rd level, you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target.

Steady Aim

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Observant

Quick to notice details of your environment, you gain the following benefits: Increase your Intelligence or Wisdom score by 1, to a maximum of 20. If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Wisdom (Perception) and Intelligence (Investigation) scores.

SPELLS