

Background: Criminal

SKILLS (add your ability modifier plus proficiency +2)

<u>Prof.</u>	<u>Expert</u>	<u>Skill</u>	<u>Attr.</u>	<u>Mod.</u>	<u>+ Prof</u>	<u>= Total</u>
<input checked="" type="radio"/>	<input type="radio"/>	Sleight of Hand	DEX		+2	
<input checked="" type="radio"/>	<input type="radio"/>	Stealth	DEX		+2	

PROFICIENCIES

Tool Proficiency: Thieves' Tools

ORIGIN FEAT

Alert: Add your proficiency (+2) to your Initiative. Immediately after rolling you may swap initiative with one willing ally.

EQUIPMENT (for weapon Attack add ability modifier plus proficiency +2 if proficient)

<u>Mast.</u>	<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>	<u>Properties</u>	<u>Mastery</u>
<input type="checkbox"/>	Dagger (simple) x2	STR or DEX	1D4+mod piercing	Finesse, Light, Thrown (range 20/60)	Nick (if available)

Other Equipment: 20 Arrows, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes

Money: 16 GP



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