

# 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>
●	○	Sleight of Hand	DEX		+2	
●	○	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>
□	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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