

Character Name	Initiative	Proficiency	Armor Class	Hit Dice	Hit Points
	+3	+2	14	1D8	10

ABILITY SCORES (already adjusted for background with customisation)

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Score	12	17	14	14	10	8
Modifier	+1	+3	+2	+2	+0	-1

SAVING THROWS

Proficient		●		●		
Save	+1	+5	+2	+4	+0	-1

SKILLS (pick 4 and add proficiency +2 to total)

Prof.	Expert.	Skill	Attr.	Mod.	+ Prof	= Total
<input type="radio"/>	<input type="radio"/>	Stealth	DEX	+3		
<input type="radio"/>	<input type="radio"/>	Sleight of Hand	DEX	+3		
<input type="radio"/>	<input type="radio"/>	Perception	WIS	+0		
<input type="radio"/>	<input type="radio"/>	Acrobatics	DEX	+3		
<input type="radio"/>	<input type="radio"/>	Athletics	STR	+1		
<input type="radio"/>	<input type="radio"/>	Deception	CHA	-1		
<input type="radio"/>	<input type="radio"/>	Insight	WIS	+0		
<input type="radio"/>	<input type="radio"/>	Intimidation	CHA	-1		
<input type="radio"/>	<input type="radio"/>	Investigation	INT	+2		
<input type="radio"/>	<input type="radio"/>	Persuasion	CHA	-1		

PERSONALITY

Reputation: (pick one) Lithe — Dynamic — Fidgety — Poised

Trait: (pick one) Energetic — Hale — Hearty — Stable — Decisive — Logical — Informative — Curious

Flaw: (pick one) Pedantic — Humorless — Reserved — Tactless

ALIGNMENT

Approach: (pick one)
Cooperative — Loyal — (Lawful)
Judgemental — Methodical —
Selfish — Disinterested — (Neutral)
Laconic — Pragmatic —
Boastful — Impulsive — (Chaotic)
Rebellious — Self-absorbed

Morality: (pick one)
Compassionate — Helpful — (Good)
Honest — Kind —
Selfish — Disinterested — (Neutral)
Laconic — Pragmatic

PROFICIENCIES

Weapon Proficiencies: Simple weapons, and Finesse or Light Martial weapons

Armor Training: Light armor

Tool Proficiency: Thieves' Tools

Languages: Thieves' Cant,
(pick one) Abyssal — Celestial — Deep Speech — Druidic — Infernal — Primordial — Sylvan — Undercommon

CLASS FEATURES

Sneak Attack: Once per turn do an extra 1D6 damage using a Finesse or Ranged weapon, when you have Advantage, or if you have an ally within 5 ft of the target and do not have Disadvantage.

Expertise: You gain Expertise (double proficiency) in two skills.

Weapon Mastery: Two kinds of weapon. Change on a Long Rest.

EQUIPMENT

Mast.	Weapon	Attack	Damage	Properties	Mastery
<input checked="" type="checkbox"/>	Shortbow	DEX +5	1D6+3 pierce.	Ammunition (range 80/320), Two-Handed	Vex: On a hit, advantage on next attack against that creature
<input checked="" type="checkbox"/>	Shortsword	DEX +5	1D6+3 pierce.	Finesse, Light	Vex: On a hit, advantage on next attack against that creature
<input type="checkbox"/>	Dagger x2	DEX +5	1D4+3 pierce.	Finesse, Light, Thrown (range 20/60)	Nick (if picked)

Other Equipment: Leather Armor (Light, AC 11), 20 Arrows, Quiver, Thieves' Tools, Backpack, Ball Bearings, Bell, 10 Candles, Crowbar, Hooded Lantern, 7 flasks of Oil, 5 days of Rations, Rope, Tinderbox, Waterskin

Trinket: (pick one)

- ☐ A brass ring that never tarnishes (05)
- ☐ An ornate brooch of dwarven design (92)
- ☐ A white, sequined glove sized for a human (35)
- ☐ A metal urn containing the ashes of a hero (00)

Money: 8 GP

