

Rogue 1

Class & Level

Urchin

Background

Morty

Player Name

Half-orc

Race

Chaotic good

Alignment

Experience Points

I have trouble saying no to pretty girls ... and mad scientists.

Personality Traits

What's mine is yours, and what's yours is mine.

Ideals

You know what? What's mine is actually mine. Give it back.

Bond

I have problems trusting my allies.

Flaws

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

☐ +0 Strength

☒ +4 Dexterity

☐ +2 Constitution

☒ +3 Intelligence

☒ +0 Wisdom

☐ +2 Charisma

SAVING THROWS

☒ +4 Acrobatics (Dex)

☐ +0 Animal Handling (Wis)

☐ +1 Arcana (Int)

☐ -1 Athletics (Str)

☒ +4 Deception (Cha)

☐ +1 History (Int)

☐ +0 Insight (Wis)

☒ +4 Intimidation (Cha)

☒ +3 Investigation (Int)

☐ +0 Medicine (Wis)

☐ +1 Nature (Int)

☐ +0 Perception (Wis)

☒ +4 Performance (Cha)

☐ +3 Persuasion (Cha)

☐ +1 Religion (Int)

☒ +4 Sleight of Hand (Dex)

☒ +6 Stealth (Dex)

☐ +0 Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

13

ARMOR CLASS

+2

INITIATIVE

30

Feet

SPEED

Hit Point Maximum

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger*	+4	1d4 + 2 piercing
Dagger*	+4	1d4 + 2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your dagger) and you have advantage on the attack roll, you can deal an extra 1d6 damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, disguise kit, thieves' tools, playing cards

Languages. Common, Orc

Expertise. When you make a Dexterity (Stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your Stealth skill bonus.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

2 daggers, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch

EQUIPMENT

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

City Secrets. You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

FEATURES & TRAITS



HALF-ORC

Orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and towering builds make their orcish heritage plain for all to see. Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty.

Half-orcs feel emotion powerfully. Rage doesn't just quicken their pulse, it makes their bodies burn. An insult stings like acid, and sadness saps their strength. But they laugh loudly and heartily, and simple bodily pleasures—feasting, drinking, wrestling, drumming, and wild dancing—fill their hearts with joy. They tend to be short-tempered and sometimes sullen, more inclined to action than contemplation and to fighting than arguing. The most accomplished half-orcs are those with enough self-control to get by in a civilized land.

ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 2 to your hit point maximum.

2ND LEVEL: 300 XP

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so 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.

3RD LEVEL: 900 XP

Second-Story Work. You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, take the Use an Object action, or use your thieves' tools to try to disarm a trap or open a lock.

Sneak Attack. You deal 2d6 damage with your Sneak Attack feature, instead of 1d6.

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword and shortbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5TH LEVEL: 6,500 XP

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1. Your Expertise feature means your bonus for Stealth and the use of thieves' tools instead each increase by 2.

Sneak Attack. You deal 3d6 damage with your Sneak Attack feature, instead of 2d6.

Uncanny Dodge. When an attacker you can see hits you with an attack roll, you can use your reaction to halve the attack's damage against you.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.