

## Jan Vouge

CHARACTER NAME

Rogue/Thief 4

CLASS & LEVEL

Elf/High Elf

RACE

Criminal

BACKGROUND

Neutral Evil

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

18

+4

CONSTITUTION

12

+1

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☒ +6 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ 0 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☐ 0 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +8 Sleight of Hand (Dex)
- ☒ +8 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

16

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Greed. I will do whatever it takes to become wealthy. (Evil)

IDEALS

I will become the greatest thief that ever lived.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+6

1d8 +4 piercing

Crossbow, light

+6

1d8 +4 piercing

ATTACKS & SPELLCASTING

**Fey Ancestry.** You have advantage on saving throws against being charmed and magic can't put you to sleep

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is 'trance.') While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become re-exive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Darkvision.** Accustomed to twilight forests and the night sky, 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.

**Sneak Attack.** 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.

**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.

**Cunning Action.** 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.

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

12

PASSIVE WISDOM (PERCEPTION)

**Languages.** Elvish, Common

**Weapon.** Simple, Crossbow hand, Longsword, Rapier, Shortsword, Shortbow, Longbow

**Armor.** Light

**Tools.** Flute, Thieves tools, Thieves

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Jan Vouge

CHARACTER NAME

171 years

AGE

6'0"

HEIGHT

181 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN