

Rogue/Thief 4 Criminal

CLASS & LEVEL BACKGROUND PLAYER NAME

Elf/High Elf Neutral Evil

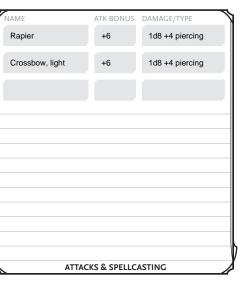
RACE ALIGNMENT EXPERIENCE POINTS



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**CHARISMA** 





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.

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

FLAWS

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 bene t that a human does from 8 hours of sleep.

**Darkvision.** Accustomed to twilit 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 106 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.

Languages.Elvish, Common
WeaponSimple, Crossbow hand, Longsword, Rapier, Shortsword, Shortbow, Longbow
Armor.Light
Tools. Flute, Thieves tools, Thieves

**OTHER PROFICIENCIES & LANGUAGES** 

+2 Perception (Wis)

O +2 Performance (Cha)

O +2 Persuasion (Cha)

+1 Religion (Int)

+8 Stealth (Dex)

O 0 Survival (Wis)

♣ +8 Sleight of Hand (Dex)

**SKILLS** 

