



<div> <div> <div>Hugh Mann</div> <div></div> </div> <div> <div></div> <div></div> </div> </div>					
<div> <div> <div>HUGH MANN</div> <div> <div>Young Adult Human</div> <div>Neutral</div> <div>Level 3 Rogue Thief</div> </div> </div> </div>					
<div> <div>Pronouns - he/him</div> <div>Occupations - Thief</div> <div>Armor Class - 11</div> <div>Hit Points - 22 (TODO Hitdice)</div> <div>Speed - 20.</div> </div>					
STR 12 (+1)	DEX 18 (+4)	CON 9 (0)	INT 12 (+1)	WIS 9 (0)	CHA 8 (-1)
<div> <div>Saving Throws - Skills -</div> <div> {"Kobold Traits"=>[{"Darkvision"=>"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", "Grovel, Cower & Beg"=>"As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.", "Pack Tactics"=>"You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.", "Sunlight Sensitivity"=>"You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight."}], "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}], "Thief Abilities"=>[{"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", "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"}}] </div> </div>					
<div> <div>Proficiencies -</div> <div>Proficiency Mod - +2</div> </div>					
<div> <div>Languages - Common Draconic</div> </div>					

Young Adult Human
Neutral
Level 3 Rogue Thief

STR	DEX	CON	INT	WIS	CHA
12	18	9 (0)	12	9 (0)	8 (-1)
(+1)	(+4)		(+1)		

{ "Kobold Traits" => [{"Darkvision" => "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", "Grovel, Cower & Beg" => "As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.", "Pack Tactics" => "You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.", "Sunlight Sensitivity" => "You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight."}], "Rogue Abilities" => [{"Expertise" => "Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack" => "Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action" => "Can tak a bonus action on each turn to Hide, Disengage or Dash"}], "Thief Abilities" => [{"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", "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"}] }

Languages - Common Draconic

"Kobold Traits"=> [{"Darkvision"=>"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.", "Grovel, Cower & Beg"=>"As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.", "Pack Tactics"=>"You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.", "Sunlight Sensitivity"=>"You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight."}], "Rogue Abilities"=> [{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}], "Thief Abilities"=> [{"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", "Second-Story

Hugh M
kobolds sta
each other
pretending

Treasure!

