



ATTACKS & SPELLCASTING

Weapon Proficiencies. Simple Weapons, Martial

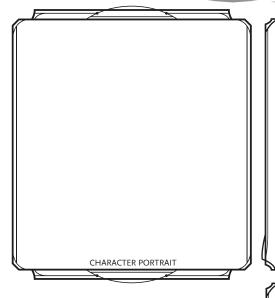
Tool Proficiencies. Thieves' tools, Dragonchess set

PROFICIENCIES & LANGUAGES

Languages. Common, Undercommon



| Male | 19 | 6′2" | 165 lb. |
|--------|------|--------|---------|
| GENDER | AGE | HEIGHT | WEIGHT |
| Green | Pale | | White |
| EYES | SKIN | | HAIR |



NAME

ALLIES & ORGANIZATIONS

The best way to get me to do something is to tell me I can't do it.
I am incredibly slow to trust. Those who seem the

I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

PERSONALITY TRAITS

Charity. I steal from the wealthy so that I can help people in need. (Good)

IDEAL

Someone I loved died because of I mistake I made. That will never happen again.

BOND

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

FLAW

Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people who collect bounties, though, you aren't a savage who follows quarry into or through the wilderness. You're involved in a lucrative trade, in the place where you live, that routinely tests your skills and survival instincts. What's more, you aren't alone, as a bounty hunter in the wild would be: you routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.

You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. The community where you plied your trade might have been one of Faerûn's great metropolises, such as Waterdeep or Baldur's Gate, or a less populous location, perhaps Luskan or Yartarany place that's large enough to have a steady supply of potential quarries.

As a member of an adventuring party, you might find it more difficult to pursue a personal agenda that doesn't fit with the group's objectives- but on the other hand, you can take down much more formidable targets with the help of your companions.

BACKGROUND STORY

Deep Delver

You have a knack for making your way in the deep places of the world. You can recall the twists and turns of passageways and tunnels such that you can always retrace your steps underground. You're also well acquainted with foraging and survival in the Underdark, and can determine when sources of food and water are safe to consume. You can always find sufficient food and water for yourself and up to five other people in the Underdark, as long as sustenance is available in the area.

BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

TRINKET

ADDITIONAL FEATURES

| ADVENTURING GEAR | 44 | lb | MAGIC ITEMS # Ib | |
|-------------------------|-----|-------|---|---------------------------------------|
| | | | MAGIC ITEMS # ID | |
| [Leather] | | 10 | | |
| Explorer's Pack | | 10 | | |
| Clothes, Costume | | 4 | | |
| [Pistol] | 1 | 3 | | |
| Bullet | 20 | 4 | | |
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| | | | ATTUNED MAGIC ITEMS 0 / 3 | |
| | | | VALUABLES — GEMS, ART OBJECTS, TRADE GOODS # Ib | |
| | | | " III | |
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| | | | COPPER SILVER ELECTRUM GOLD PLATINUM | |
| | | | | |
| | | | 0 0 0 20 0 | |
| | | | | |
| | | | ENCUMBRANCE — LIFTING AND CARRYING | |
| | | | WEIGHT CARRIED CARRY CAPACITY PUSH, DRAG, LIFT | |
| | _ | | 31.4 lb / 180 lb 360 lb | |
| | | | 7 200 12 | |
| INVENTORY — ADVENTURING | GE | AR, A | MS, ARMOR, AND OTHER EQUIPMENT | - I |
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| IA AI | DIT | IONA | TREASURE | INVENTORY — ITEM DESCRIPTIONS & NOTES |
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| #1 | | | #2 | |
| STORED ITEM | # | lb. | STORED ITEM # lb. | |
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| I | Leather | | Explorer's Pack | C | lothes, Costume |
|--|--|--|--|-------------|--------------------|
| > | Armor | ; >= | Equipment Packs | > | Adventuring Gear |
| The breastplate and shou made of leather that has oil. The rest of the armor flexible materials. | lder protectors of this armor are been stiffened by being boiled in is made of softer and more | Includes a back torches, 10 day has 50 feet of h | pack, a bedroll, a mess kit, a tinderbox, 10 s of rations, and a waterskin. The pack also empen rope strapped to the side of it. | | |
| 10 lb. | Player's Handbook | 10 lbs. | Player's Handbook | 4 lb. | Player's Handbook |
| 10 10. | riayei 3 Haliubook | 10 103. | Player 3 Hariubook | 410. | Player 3 Hallubook |
| | Di-t-I | | D. IIt | | |
| | Pistol | | Bullet | | |
| | Weapons Critical Role | The ammunitio use. | Ammunition In of a renaissance firearm is destroyed upon | | |