DUNGEONS & DRAGONS®

CHARACTER NAME

Rogue 1	Urchin	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Wood Elf	Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+3 (17)
CONSTITUTION	+0 (10)
INTELLIGENCE	+1 (12)
WISDOM	+2 (14)
CHARISMA	+2 (14)

INSPIRATION

+2 PROFICIENCY BONUS

○	-1	Strength
◉	+5	Dexterity
○	+0	Constitution
◉	+3	Intelligence
○	+2	Wisdom
○	+2	Charisma

SAVING THROWS

◉	+5	Acrobatics (Dex)
○	+2	Animal Handling (Wis)
○	+1	Arcana (Int)
○	-1	Athletics (Str)
○	+2	Deception (Cha)
○	+1	History (Int)
◉	+4	Insight (Wis)
◉	+2	Intimidation (Cha)
◉	+1	Investigation (Int)
○	+2	Medicine (Wis)
○	+1	Nature (Int)
◉	+6	Perception (Wis)
○	+2	Performance (Cha)
○	+2	Persuasion (Cha)
○	+1	Religion (Int)
◉	+5	Sleight of Hand (Dex)
◉	+7	Stealth (Dex)
○	+2	Survival (Wis)

SKILLS

14 ARMOR CLASS

+3 INITIATIVE

35 ft. SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I'm never rash; rash thieves tend to get caught. A level headed thief gets a fat coin-purse.

PERSONALITY TRAITS

Fairness. I don't steal from those who can't afford it.

IDEALS

Martyn Fenns, the innkeeper, cheated me at cards. I'll show the town he's a fraud.

BONDS

Flaws? Please! I'm brilliant!

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8+3 P
Longbow*	+5	1d8+3 P

*You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

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 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 doesn't have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

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, such as whether an area is dangerous, whether loot is nearby, or whether the people in the area are easy marks or will provide a safe house for thieves on the run.

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.

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 and gain the same benefit that a human does from 8 hours of sleep.

Mask of the Wild. You may attempt to hide when only lightly obscured by natural phenomenon such as rain.

City Secrets. Out of combat, you can lead a group between any two points in the city you grew up in twice as fast as your speed would allow.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, longbow, shortbow, disguise kit, thieves tools

Languages. Common, Elvish, Thieves' Cant

Expertise. When you make a Dexterity (Stealth) check, or a Wisdom (Perception) check, your proficiency is doubled. This bonus is included above.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Rapier, longbow, 20 arrows, leather armor, thieves' tools, backpack, bag of 1,000 ball bearings, 10 feet of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days of rations, tinderbox, waterskin, 50 ft. of hempen rope, small knife, map of your home city, wooden necklace belonging to your sister, common clothes, belt pouch

EQUIPMENT

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