

Half-Elf

3rd-Level Rogue (Thief)

15

Medium

DESCRIPTION

PLAYER

CHARACTER NAME



+2 PROFICIENCY BONUS

- +1
 O ___ Strength

 +5 Dexterity
 - Constitution+4 Intelligence
 - O ____ Wisdom
 - O ____ Charisma

SAVING THROWS



NTFLLIGENCE

WISDOM



- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- O ____ History (Int)
 O ____ Insight (Wis)
- O ____ Intimidation (Cha)
- O ____ Medicine (Wis)
- O ____ Nature (Int)
- Perception (Wis)
- O ____ Performance (Cha)

__ Persuasion (Cha)

- O ____ Religion (Int)
- +5 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- O ____ Survival (Wis)

SKILLS

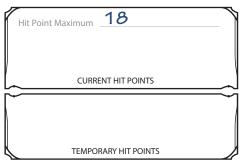


PASSIVE WISDOM (PERCEPTION)

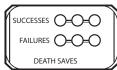
14 ARMOR CLASS











NAME	ATK BONUS	DAMAGE/TYPE
Flintlock Pistol 1	+5	1d8+3 PIERCING
Rapier	+5	1d8+3 PIERCING
Dagger ³	+5	1d4+3 PIERCING

- ¹You can fire your Flintlock Pistol 30 ft., or up to 90 ft. with disadvantage. You cannot fire more than once per turn.
- ² You can throw your dagger 20 ft., or up to 60 ft. with disadvantage.

ATTACKS & SPELLCASTING

Proficiencies. Light armour; simple weapons, hand crossbows, longswords,

weapons, nana crosspows, longswora rapiers, shortswords; thieves' tools (+7).

Languages. Common, Elvish, Orcish, Infernal

OTHER PROFICIENCIES & LANGUAGES

Rogue's Gear:

- rapier
- flintlock pistol
- leather armour
- daggers x 2
- thieves' tools
- 10 gold pieces

Explorer's Pack:

- bedroll
- mess kit
- tinderbox
- 10 torches
- 10 days rations
- waterskin
- 50 ft. hempen rope

EOUIPMEN

As the offspring of Elves and Men, you are of two worlds but belong to neither. Perhaps this is why you stick to the shadows, where lineage has no claim.

Darkvision. 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 colour 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.

Sneak Attack. You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 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 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action/Fast Hands. As a bonus action on your turn, you can take the Dash, Disengage, or Hide action, 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 can climb at your normal speed. Plus, when you make a running jump, you can add 3 ft. to the distance covered.

FEATURES & TRAITS