



Half-Elf  
RACE

3rd-Level Rogue (Thief)  
LEVEL & CLASS

Medium  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH  
**+1**  
**13**

DEXTERITY  
**+3**  
**16**

CONSTITUTION  
**+0**  
**10**

INTELLIGENCE  
**+2**  
**14**

WISDOM  
**-1**  
**8**

CHARISMA  
**+2**  
**14**

**+2** PROFICIENCY BONUS

- ☐ Strength  
☒ **+5** Dexterity  
☐ Constitution  
☒ **+4** Intelligence  
☐ Wisdom  
☐ Charisma

SAVING THROWS

- ☒ **+5** Acrobatics (Dex)  
☐ Animal Handling (Wis)  
☐ Arcana (Int)  
☒ **+3** Athletics (Str)  
☒ **+4** Deception (Cha)  
☐ History (Int)  
☐ Insight (Wis)  
☐ Intimidation (Cha)  
☒ **+4** Investigation (Int)  
☐ Medicine (Wis)  
☐ Nature (Int)  
☒ **+1** Perception (Wis)  
☐ Performance (Cha)  
☐ Persuasion (Cha)  
☐ Religion (Int)  
☒ **+5** Sleight of Hand (Dex)  
☒ **+7** Stealth (Dex)  
☐ Survival (Wis)

SKILLS

**11** PASSIVE WISDOM (PERCEPTION)

**14**  
ARMOR CLASS

**+3**  
INITIATIVE

**30**  
FEET  
SPEED

Hit Point Maximum **18**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d8**

HIT DICE

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

DEATH SAVES

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

<sup>1</sup> You can fire your Flintlock Pistol 30 ft., or up to 90 ft. with disadvantage. You cannot fire more than once per turn.

<sup>2</sup> You can throw your dagger 20 ft., or up to 60 ft. with disadvantage.

ATTACKS & SPELLCASTING

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.

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

EQUIPMENT

FEATURES & TRAITS