

Rogue 1

CLASS & LEVEL

Criminal

BACKGROUND

Austin

PLAYER NAME

Dragonborn

RACE

Neutral Evil

ALIGNMENT

0

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

0

10

CHARISMA

+2

14

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +4 Dexterity
- +1 Constitution
- +4 Intelligence
- Wisdom
- +2 Charisma

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

13 ARMOR CLASS

+2 INITIATIVE

30 SPEED

Hit Point Maximum 9

9 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8+1

1d8+1 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I blow up at the slightest insult.

PERSONALITY TRAITS

I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

I turn tail and run when things look bad.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+4	1d8+2 Piercing
Dagger	+4	1d4+2 Piercing
Dagger, thrown (20/60)	+4	1d4+2 Piercing

Shortbow (80/320) +4 1d6+2 Piercing

Breath Weapon: 15' cone - 2d6 poison, save DC 11 for half

ATTACKS & SPELLCASTING

Green Draconic Ancestry

Breath Weapon: You can use your action to exhale poison in a 15' cone, causing 2d6 poison damage to all within. Creatures can make a Dex save DC 8 + Con + Prof. bonus to take half damage. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance: poison

Sneak Attack: 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 be made with a finesse or ranged weapon.

Thieves' Cant: You can speak in code to hide messages in seemingly normal conversation, which can only be understood by other thieves.

Criminal Contact: You have a reliable and trustworthy contact who acts as your liason to the criminal underworld.

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Draconic

Tools: Thieves' tools, navigator's tools, dragonchess set

Expertise: You can double your proficiency bonus for any ability check you make using either Persuasion or Stealth

OTHER PROFICIENCIES & LANGUAGES

20 CP A set of dark common clothes, including a hood
A rapier

8 SP A shortbow, and a quiver with 20 arrows

EP Two daggers
A set of thieves' tools

13 CP A belt pouch
A backpack
A bedroll
A dragonchess set
A mess kit
A tinderbox
10 torches
10 days of rations
A waterskin
A 50' coil of rope

EQUIPMENT



16	6'4"	190
AGE	HEIGHT	WEIGHT
Nearly Black	Dark Green	A webbed mohawk-like frill.
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

Syndra Silvane: An old wizard and former adventurer who bailed you out of jail. She has many contacts in the underworld and society and has promised to clear your name with the Flaming Fist, pay off your gang boss, and help set you up on your feet, if you'll complete a quest. You might even get rich in the process...

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

You're sure the reason your village cast you out was because you're small and weak. Those cretins just didn't respect you or understand what you were capable of.

Well, now you're making your own way, living by wit and your skill with the blades. Soon after leaving home behind, you fell in with a local gang. The leader was a brute and a cretin of an all-to-familiar sort, but at least he recognized what you were good at, and paid you pretty well to do it.

Still, you weren't really in it for the money. All you could ever think about was sticking it to that jerk who ran you out of town.

The need for revenge became an obsession. You lost friends over it, but those weren't your real friends anyway.

You started asking for bigger scores, so you could save up the coin to travel home and get even. You got your scores, but you also got set up. Now you've been caught. The Flaming Fist bagged you, but someone bailed you out. You're not really free, though. Not yet. Your benefactor has a condition...

CHARACTER BACKSTORY

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for cantrips

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

Vertical list of checkboxes for spell preparation

2

Blank lines for spells at level 2

3

Blank lines for spells at level 3

4

Blank lines for spells at level 4

5

Blank lines for spells at level 5

6

Blank lines for spells at level 6

7

Blank lines for spells at level 7

8

Blank lines for spells at level 8

9

Blank lines for spells at level 9

SPELLS KNOWN