

Thief Rogue - Level 5 Charlatan

CLASS & LEVEL BACKGROUND

PLAYER NAME

Halfling

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+1

11

DEXTERITY

+4

18

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

-1

8

CHARISMA

+0

10

INSPIRATION

+3

PROFICIENCY BONUS

+1 Strength

+7 Dexterity

+1 Constitution

+5 Intelligence

-1 Wisdom

+0 Charisma

SAVING THROWS

+7 Acrobatics (Dex)

-1 Animal Handling (Wis)

+2 Arcana (Int)

+1 Athletics (Str)

+0 Deception (Cha)

+2 History (Int)

-1 Insight (Wis)

+0 Intimidation (Cha)

+5 Investigation (Int)

-1 Medicine (Wis)

+2 Nature (Int)

+2 Perception (Wis)

+0 Performance (Cha)

+0 Persuasion (Cha)

+2 Religion (Int)

+10 Sleight of Hand (Dex)

+10 Stealth (Dex)

+4 Survival (Wis)

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling, Thieves Cant

Armour: Light

Weapons: Simple

Tools: Disguise Kit, Forgery Kit, Poisoner's Kit, Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

15

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 508

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+7

1d6+4 Slashing

Shortbow*

+7

1d6+4 Piercing

*You can fire with a Shortbow at up to 30 ft, or up to 120 ft with disadvantage on the attack roll.

20 Arrows

ATTACKS & SPELLCASTING

CP

- Shortsword

SP

- Shortbow

EP

- Bolt case with 20 arrows

BP

- Backpack

GP

- Bedroll, Mess Kit, Water Skin

GP

- Tinderbox, 10x Torches

GP

- 50ft Hempen Rope

GP

- 10x Rations

GP

- Poisoner's Kit

GP

- Thieves' Tools

EQUIPMENT

CUNNING ACTION |

You can take a bonus action on each of your turns to take the Dash, Disengage or Hide action.

SNEAK ATTACK |

Once per turn, you can deal an extra 3d6 damage to one creature you hit with one of your attacks. With a melee or ranged weapon if you have advantage on the attack roll.

You don't need advantage on the attack roll if another enemy of the target is within 5ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

STEADY AIM |

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

CUNNING STRIKE |

When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

If a Cunning Strike effect requires a saving throw, the DC is 15

Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success.

Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.

Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

UNCANNY DODGE |

When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

EXPERTISE |

You gain double proficiency with two skills that you already have proficiency in (already included).

LUCKY |

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE |

You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS |

You can move through the space of any creature that is of a size larger than yours.

NATURALLY STEALTHY |

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

FEATURES & TRAITS