

Rogue/Thief 5

Criminal

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tabaxi

Chaotic Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

11

0

DEXTERITY

20

+5

CONSTITUTION

16

+3

INTELLIGENCE

10

0

WISDOM

15

+2

CHARISMA

14

+2

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 0 Strength
- +8 Dexterity
- +3 Constitution
- +3 Intelligence
- +2 Wisdom
- +2 Charisma

SKILLS

- +8 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- 0 Arcana (Int)
- 0 Athletics (Str)
- +5 Deception (Cha)
- 0 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +3 Investigation (Int)
- +2 Medicine (Wis)
- 0 Nature (Int)
- +5 Perception (Wis)
- +2 Performance (Cha)
- +5 Persuasion (Cha)
- 0 Religion (Int)
- +8 Sleight of Hand (Dex)
- +8 Stealth (Dex)
- +2 Survival (Wis)

17 ARMOR CLASS

+5 INITIATIVE

30 SPEED

Hit Point Maximum **37**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+4	1d8 +1 slashing
Crossbow, light	+9	1d8 +6 piercing

ATTACKS & SPELLCASTING

Feline Agility. See Volo's Guide to Monsters for details.

Cat's Claws. See Volo's Guide to Monsters for details.

Cat's Talent. See Volo's Guide to Monsters for details.

Sneak Attack. You know how to strike subtly and exploit a foe's distraction. 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 a 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 don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant. During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action. Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Fast Hands. You can use the bonus action granted by your Cunning Action to 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 gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

FEATURES & TRAITS

15 PASSIVE WISDOM (PERCEPTION)

Languages. Draconic, Common

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Thieves tools, Jewelers tools, Dragonchess set, Thieves

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



370 years	6'0"	108 lbs.
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

