













O ______ Investigation

<u>
→ 4</u> Nature

O <u>+2</u> Religion

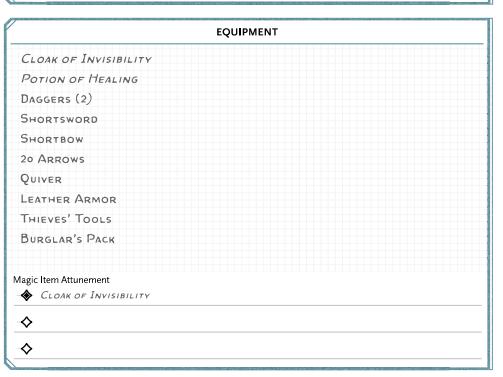




O _____ Persuasion

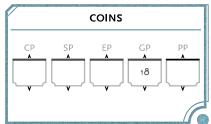
SHEILA					SIZE
CHARACTER NAME FARMER		Rogue		() 4 N	MEDIUM
BACKGROUND HUMAN		CLASS THIEF		LEVEL	INITIATIVE
SPECIES		SUBCLAS			+3
ARMOR CLASS	HIT POINTS		HIT DICE	DEATH SAVES	13
14		TEMP	SPENT	♦ ♦♦ SUCCESSES	SPEED
SHIELD	CURRENT	35 MAX	— 4 _D 8 MAX	♦♦ FAILURES	30 FEET

WEAPON ATTACKS							
Name	Atk Bonus	Damage & Type	Notes				
SHORTSWORD	* 5	106 + 3 PIERCING	Finesse, Light Mastery: Vex				
Dagger	* 5	1D4 + 3 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60) MASTERY: NICK				
SHORTBOW	≁ 5	1D6 + 3 PIERCING	Ammunition (Range 80/320), Two-Handed				



COMMON, SYLVAN, THIEVES' CANT





LANGUAGES

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

Lucky

Origin Feat

You gain the following benefits.

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

SKULKER

General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20. (This is included above.)

Blindsight. You have Blindsight with a range of 10

Fog of War. You exploit the distractions of battle, gaining Advantage on any Dexterity (Stealth) check you make as part of the Hide action during combat.

Sniper. If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

Tough

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

ROGUE CLASS FEATURES

LEVEL 1: EXPERTISE

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them. (This is included above.)

LEVEL 1: 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 roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

LEVEL 1: THIEVES' CANT

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice. (This is included above.)

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

(You have selected Daggers and Shortswords, which have the following mastery properties.)

Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 2: CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

SHEILA



As a Bonus Action, you can do one of the following. *Sleight of Hand.* Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

Use an Object. Take the Utilize action, or take the Magic action to use a magic item that requires that action.

LEVEL 3: SECOND-STORY WORK

You've trained to get into especially hard-to-reach places, granting you these benefits.

Climber. You gain a Climb Speed equal to your Speed.

Jumper. You can determine your jump distance using your Dexterity rather than your Strength.

LEVEL 3: 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.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

CLOAK OF INVISIBILITY

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a Magic action to pull its hood over your head and expend 1 charge to give yourself the Invisible condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the hood.