



SHEILA

CHARACTER NAME

FARMER

BACKGROUND

HUMAN

SPECIES

ROGUE

CLASS

THIEF

SUBCLASS

4

LEVEL

SIZE

MEDIUM

INITIATIVE

+3

SPEED

30 FEET

ARMOR CLASS

14

SHIELD

HIT POINTS

CURRENT

TEMP

35

MAX

HIT DICE

SPENT

4D8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS			
Name	Atk Bonus	Damage & Type	Notes
SHORTSWORD	+5	1D6 + 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

EQUIPMENT

CLOAK OF INVISIBILITY
POTION OF HEALING
DAGGERS (2)
SHORTSWORD
SHORTBOW
20 ARROWS
QUIVER
LEATHER ARMOR
THIEVES' TOOLS
BURGLAR'S PACK

Magic Item Attunement

CLOAK OF INVISIBILITY

LANGUAGES

COMMON, SYLVAN, THIEVES' CANT

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

PROFICIENCIES

MARTIAL WEAPONS WITH THE FINESSE OR LIGHT PROPERTY, SIMPLE WEAPONS, CARPENTER'S TOOLS, THIEVES' TOOLS

COINS

CP

SP

EP

GP

PP

18

PROFICIENCY BONUS

+2

STRENGTH

-1

8

MODIFIER SCORE

-1

Saving Throw

-1

Athletics

DEXTERITY

+3

16

MODIFIER SCORE

+5

Saving Throw

+5

Acrobatics

+7

Sleight of Hand

+7

Stealth

CONSTITUTION

+1

12

MODIFIER SCORE

+1

Saving Throw

HEROIC INSPIRATION

INTELLIGENCE

+2

14

MODIFIER SCORE

+4

Saving Throw

+2

Arcana

+2

History

+2

Investigation

+4

Nature

+2

Religion

WISDOM

+2

14

MODIFIER SCORE

+2

Saving Throw

+4

Animal Handling

+4

Insight

+2

Medicine

+4

Perception

+2

Survival

CHARISMA

+1

12

MODIFIER SCORE

+1

Saving Throw

+1

Deception

+1

Intimidation

+1

Performance

+1

Persuasion

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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 feet.

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.

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LEVEL 3: FAST HANDS

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.