Orc Rogue
Level 5 Player Character (Charlatan Background)

AC	Hit Points	Hit Dice	Prof. Bonus
15	28	5d8	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	13 (+1)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+0	+7	+0	+4	+2	+1

Skill Proficiencies

Acrobatics +10	Perception +5
Athletics +3	Sleight of Hand +7
Deception +4	Stealth +10

Other Proficiencies

Disguise Kit	Rapiers
Forgery Kit	Shortswords
Hand Crossbows	Simple Weapons
Light Armor	Thieves' Tools
Longswords	

Equipment

Burglar's Pack	Leather Armor
Cape†	Light Crossbow† (20 bolts)
Daggers (2)†	Shortsword
Disguise Kit	Thieves' Tools
Forgery Kit	15 Gold Pieces (in pouch)

†These items are represented by LEGO® pieces.

Favorite Attacks

Dagger. *Melee or Ranged Weapon Attack:* 1d20 + 7, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Shortsword. *Melee Weapon Attack:* 1d20 + 7, reach 5 ft., one target. *Hit:* 1d6 + 4 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* 1d20 + 7, range 80/320 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Class Features

Cunning Action

Expertise (in Acrobatics and Stealth; accounted for in "Skill Proficiencies" above)

Sneak Attack (+3d6 damage once per turn)

Thief Archetype: Fast Hands

Thief Archetype: Second-Story Work

Uncanny Dodge

Other Features

Speaks Common, Orc, and Thieves' Cant

Speed 30 ft.

Darkvision 60 ft.

Adrenaline Rush* (3 uses that recharge after a long rest)

Powerful Build*

Relentless Endurance* (recharges after a long rest)

*See Monsters of the Multiverse for descriptions of these features.