



Erica Sinclair	Chaotic Good
PLAYER NAME	ALIGNMENT
Criminal	Rogue
BACKGROUND	CLASS
Elf	Assassin
SPECIES	SUBCLASS
	3
	LEVEL

SIZE
Medium

INITIATIVE
+5

SPEED
35 feet

PROFICIENCY BONUS
+2



HIT POINTS	HIT DICE	DEATH SAVES
		○○○ SUCCESES
24	3d8	○○○ FAILURES
CURRENT	MAX	MAX

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
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; Arrow), Two-Handed; Mastery: Vex

FEATS

ALERT

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll (included in Initiative).

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

SPECIES TRAITS

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage (Wood Elf). You are part of a lineage that grants you supernatural abilities. Your Speed increases to 35 feet (included in Speed). You also know the *Druidcraft* cantrip and the *Longstrider* spell; take the *Druidcraft* and *Longstrider* Spell Cards. You always have *Longstrider* prepared and can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. Intelligence is your spellcasting ability for the spells you cast with this trait.

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses (Insight). You have proficiency in the Insight skill (included in your skills).

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

CLASS FEATURES

EXPERTISE

Your Proficiency Bonus is doubled for ability checks you make with the following two skills: Sleight of Hand and Stealth (included in your skills).

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.

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 Daggers and Shortswords.

Your weapons have the following mastery properties.

Nick (Dagger). 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 (Shortbow, Shortsword). 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.

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.

STRENGTH

-1

MODIFIER 8
SCORE

-1 SAVING THROW

-1 ATHLETICS

INTELLIGENCE

+2

MODIFIER 14
SCORE

+4 SAVING THROW

+2 ARCANA

+2 HISTORY

+4 INVESTIGATION

+2 NATURE

+2 RELIGION

DEXTERITY

+3

MODIFIER 17
SCORE

+5 SAVING THROW

+5 ACROBATICS

+7 SLEIGHT OF HAND

+7 STEALTH

CONSTITUTION

+2

MODIFIER 14
SCORE

+2 SAVING THROW

HEROIC INSPIRATION

○

LANGUAGES

Common, Dwarvish, Elvish, Infernal, Thieves' Cant

WISDOM

+1

MODIFIER 12
SCORE

+1 SAVING THROW

+1 ANIMAL HANDLING

+3 INSIGHT

+1 MEDICINE

+3 PERCEPTION

+1 SURVIVAL

CHARISMA

+0

MODIFIER 10
SCORE

+0 SAVING THROW

+2 DECEPTION

+0 INTIMIDATION

+0 PERFORMANCE

+0 PERSUASION

CLASS FEATURES

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.

ASSASSINATE

You're adept at ambushing a target, granting you the following benefits.

Initiative. You have Advantage on Initiative rolls.

Surprising Strikes. During the first round of each combat, you have Advantage on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes 3 extra damage of the weapon's type.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

Simple weapons, Martial weapons with the finesse or Light property, Thieves' Tools

GOLD

Starting

Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Leather Armor Shortsword
2 Daggers Shortbow & 20 Arrows

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Ball Bearings. As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Bell. When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

Candles (10). For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Hooded Lantern. A Hooded Lantern casts Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Oil (7 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 fire damage from burning oil.

Quiver. A Quiver holds 20 Arrows.

Rations (5 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Waterskin. A Waterskin holds up to 4 pints.

TOOLS

You have the following tools. If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Thieves' Tools. As a Utilize action, you can use Thieves' Tools to attempt to pick a lock or disarm a trap.

Magic Item Attunement

