

Norman High

CHARACTER NAME

Level 1 Human Rogue
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Criminal
BACKGROUND

Chaotic Neutral
ALIGNMENT DEITY

Patrik
PLAYER NAME

STRENGTH

16

+3

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

11

+0

CHARISMA

9

-1

PROFICIENCY BONUS

+2

ABILITY

+3 Strength

☒

+4 Dexterity

☐

+2 Constitution

☒

+3 Intelligence

☐

+0 Wisdom

☐

-1 Charisma

CONDITIONAL

SAVING THROWS

ABILITY

+2 Acrobatics (Dex)

☐

+0 Animal Handling (Wis)

☐

+1 Arcana (Int)

☐

+3 Athletics (Str)

☒

+3 Deception (Cha)

☐

+1 History (Int)

☐

+0 Insight (Wis)

☐

-1 Intimidation (Cha)

☒

+3 Investigation (Int)

☐

+0 Medicine (Wis)

☐

+1 Nature (Int)

☒

+2 Perception (Wis)

☐

-1 Performance (Cha)

☒

+1 Persuasion (Cha)

☐

+1 Religion (Int)

☒

+4 Sleight of Hand (Dex)

☒

+6 Stealth (Dex)

☐

+0 Survival (Wis)

SKILLS

12

PASSIVE PERCEPTION

ARMOR

Unarmored (12)

SHIELD

12

AC

ARMOR CLASS

MAXIMUM

10

HIT DICE

1d8

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

1 Backpack

1 Thieves' Tools

1 Dice Set

1 Disguise Kit

1 Truth Serum (1)

1 Grenade, Smoke (1)

1 Dagger

1 Laser Pistol

CP

0

SP

0

EP

0

GP

0

PP

0

WEIGHT

14,5 lb.

EQUIPMENT

INITIATIVE

+2

1 Attack / Attack Action

NAME

RANGE

ATTACK

DAMAGE / TYPE

Pistol

30/90

+2 vs AC

1d10 + 2 piercing

Ammunition, Loading

Laser Pistol

40/120

+2 vs AC

3d6 + 2 radiant

Ammunition, Reload

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Thieves' tools, Dice set

Languages. Common, Elvish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



Norman High

CHARACTER NAME

Male	16	5'7"	154 lb.
GENDER	AGE	HEIGHT	WEIGHT
Blue			Black
EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)

IDEAL

I will become the greatest thief that ever lived.

BOND

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAW

Feature: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

BACKGROUND FEATURE

TRINKET

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE

Backpack

Adventuring Gear

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

5 lb.

Player's Handbook

Thieves' Tools

Tools

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

Activity DC

Pick a lock Varies

Disable a trap Varies

1 lbs.

Player's Handbook

Dice Set

Tools

If you are proficient with the Dice Set, you can add your proficiency bonus to ability checks you make to play a game.

—

Player's Handbook

Disguise Kit

Tools

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

Components. A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

Deception. In certain cases, a disguise can improve your ability to weave convincing lies.

Intimidation. The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

Performance. A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

Persuasion. Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

Create Disguise. As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

DISGUISE KIT

Activity DC

Cover injuries or distinguishing marks 10

Spot a disguise being used by someone else 15

Copy a humanoid's appearance 20

3 lbs.

Player's Handbook

Truth Serum (1)

Poison

creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.

1/2 lb.

Dungeon Master's Guide

Grenade, Smoke (1)

Explosives

As an action, a character can throw a grenade at a point up to 60 feet away.

One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

2 lb.

Dungeon Master's Guide

Dagger

Weapons

1 lb.

Player's Handbook

Laser Pistol

Weapons

2 lb.

Dungeon Master's Guide