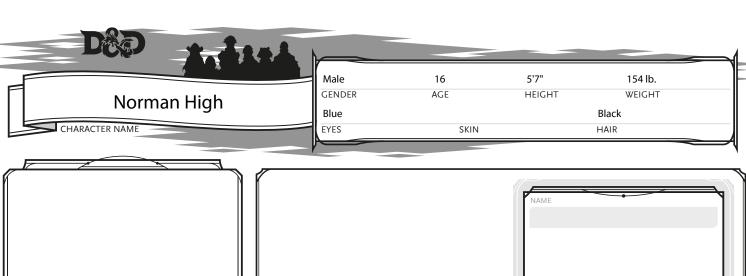


ATTACKS & SPELLCASTING

Tool Proficiencies. Thieves' tools, Dice set

PROFICIENCIES & LANGUAGES

Languages. Common, Elvish



ALLIES & ORGANIZATIONS

CHARACTER PORTRAIT

NAME

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

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.

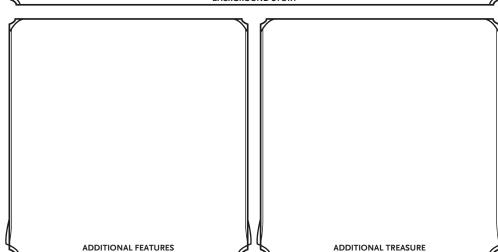
BACKGROUND STORY

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



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.

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 knowle 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

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 Var Varies

1 lhs 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

Player's Handbook

Disguise Kit

Player's Handbook

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 recrease concepts any always to going as a playing viction.

intimidation. In a right disguise can make you look more rearsome, 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

Attention, unless you have a bag of induring of a similar method to ke 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

5 lb.

Activity DC
Cover injuries or distinguishing marks 10
Spot a disguise being used by someone else 15
Copy a humanoid's appearance 20

Player's Handbook

Truth Serum (1)

Poison

creature subjected to thi 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.

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.

Dungeon Master's Guide

Dagger

Weapons

Laser Pistol Weapons

1 lb. Player's Handbook 2 lb.

1/2 lb.

Dungeon Master's Guide

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