

Einfach Falk

CHARACTER NAME

Level 8 Human Rogue, Thief
CHARACTER LEVEL, RACE, & CLASS

34000
EXPERIENCE

Criminal
BACKGROUND

Chaotic Good
ALIGNMENT DEITY

Player 1
PLAYER NAME

STRENGTH
+0
10

DEXTERITY
+4
18

CONSTITUTION
+1
13

INTELLIGENCE
+2
14

WISDOM
+2
14

CHARISMA
+2
14

PROFICIENCY BONUS **+3**

SAVING THROWS

- +0 Strength
- +7 Dexterity
- +1 Constitution
- +5 Intelligence
- +2 Wisdom
- +2 Charisma

SKILLS

- +10 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Arcana (Int)
- +0 Athletics (Str)
- +5 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +5 Investigation (Int)
- +2 Medicine (Wis)
- +2 Nature (Wis)
- +8 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +2 Religion (Int)
- +10 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +2 Survival (Wis)

PASSIVE PERCEPTION 18

INITIATIVE **+4** 1 Attack / Attack Action

Leather + Mantel **15** AC

ARMOR CLASS

51 **8d8** 30

CURRENT HIT POINTS

30ft. 0ft. 0ft. 0ft.

SPEED, SENSES, & CONDITIONS

1 Dagger (m. Flamm) Flach-ans
1 Shortbow
1 Shortsword
1 Leather
1 Acid (vial) (1)
1 Ball Bearings (bag of 1,000) (1)
1 Candle (1)
1 Chalk (1)
1 Crowbar (1)
1 Mirror, Steel (1)
1 Oil (flask) (1)
1 Tinderbox (1) + mehr Zunder
1 Torch (1)
1 Vial (1) (Pflanzensaft)
1 Thieves' Tools

0 0 0 0 0 19,5 lb.

EQUIPMENT

Sneak Attack. You can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype.
Thief. You hone your skills in the larcenous arts.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Climbing no longer costs you extra movement. When you make a running jump, the distance you cover increases by 4 feet.

+100 Rüstung
+100 Wille
+100 ...
• Beutel mit ...
• Goldene Münze (save d6)
• Schwarze Robe (+2 auf Rüstungsklasse)
• Helmset

Weapon	Weight	Attack Bonus	Damage
Dagger <small>Finesse, Light, Thrown</small>	20/60	+7 vs AC	1d4 + 4 piercing
Shortbow <small>Ammunition, Two-Handed</small>	80/320	+7 vs AC	1d6 + 4 piercing
Shortsword <small>Finesse, Light</small>	5 ft	+7 vs AC	1d6 + 4 piercing

ATTACKS & SPELLCASTING

Armor Proficiencies. Light Armor

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

Tool Proficiencies. Thieves' tools, Dragonchess set

Languages. Common, Goblin

PROFICIENCIES & LANGUAGES



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Male	25	4'8"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
Blue	White	Black	
EYES	SKIN	HAIR	



CHARACTER PORTRAIT

• 187 Goblinbände

Bobaijaga Gang

ALLIES & ORGANIZATIONS

I am incredibly slow to trust. Those who seem the fairest often have the most to hide. I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Redemption. There's a spark of good in everyone. (Good)

IDEAL

I'm guilty of a terrible crime. I hope I can redeem myself for it.

BOND

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

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

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

ADDITIONAL FEATURES

ADDITIONAL TREASURE