

Rogue 3

CLASS & LEVEL

Criminal

BACKGROUND

PLAYER NAME

Grung (green)

RACE

Chaotic Neutral

ALIGNMENT

900

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
11  
+0

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
12  
+1

**WISDOM**  
12  
+1

**CHARISMA**  
12  
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +5 Dexterity
- +2 Constitution
- +3 Intelligence
- +1 Wisdom
- +1 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +3 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +1 Intimidation (Cha)
- +3 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- +7 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +1 Survival (Wis)

15 ARMOR CLASS

+3 INITIATIVE

25 ft. SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

shtsword	+5	1d6+3
shortbow*	+5	1d6+3
dagger*	+5	1d4+3

\*shortbow range (80/320)  
\*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

**EXPERTISE.**  
Your proficiency bonus is doubled for any ability check you make that uses Sleight of Hand or Thieves' Tools.

**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 if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.  
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

13 PASSIVE WISDOM (PERCEPTION)

Armor.  
Light Armor

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

Tools.  
Gaming Set (Dice), Thieves' Tools (+7), Disguise Kit, Poisoner's Kit

Languages.  
Chultan, Grung, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

shortsword, shortbow, quiver of 20 arrows, 2 daggers, studded leather armor, thieves' tools, burglar's pack, crowbar, common clothes, pouch

15

EQUIPMENT

**CUNNING ACTION.**  
Your quick thinking and agility allow you to move and act quickly. 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.

**ASSASSINATE.**  
You are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

**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.

**BACKSTORY.**  
 Being part of an army really only works out if you're willing to take orders... which you are most definitely not. Green, blue, purple... whatever color, you're still one of the most deadly creatures hopping about the jungle, and so you've fled conscription in favor of freedom.

CHARACTER BACKSTORY

**SPEED.**  
 You have a climb speed of 25 ft.

**AMPHIBIOUS.**  
 You can breathe air and water.

**POISON IMMUNITY.**  
 You are immune to poison damage and the poisoned condition.

**POISONOUS SKIN.**  
 Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.  
 You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage. No additional effects apply.

**STANDING LEAP.**  
 Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

**WATER DEPENDENCY.**  
 If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.

ADDITIONAL FEATURES & TRAITS

TREASURE