

CHARACTER NAME

Valerius Theron

CLASS & LEVEL

Rogue (Thief) 4

BACKGROUND

Criminal

RACE

Wood Elf

ALIGNMENT

Chaotic Good

EXPERIENCE POINTS

3,200 XP

SAVING THROWS

+2

Strength

+6

Dexterity

+2

Constitution

+2

Intelligence

+2

Wisdom

-1

Charisma

STRENGTH

14

+2

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

15

+2

CHARISMA

8

-1

SKILLS

+6

Acrobatics (Dex)

+2

Animal Handling (Wis)

+0

Arcana (Int)

+2

Athletics (Str)

-1

Deception (Cha)

+0

History (Int)

+2

Insight (Wis)

-1

Intimidation (Cha)

+0

Investigation (Int)

+2

Medicine (Wis)

+0

Nature (Int)

+4

Perception (Wis)

-1

Performance (Cha)

-1

Persuasion (Cha)

+0

Religion (Int)

+6

Sleight of Hand (Dex)

+8

Stealth (Dex)

+2

Survival (Wis)

ARMOR CLASS

16

Dex + Leather

INITIATIVE

+4

Dexterity

SPEED

35 ft.

Wood Elf

HIT POINTS

MAX HP

31

CURRENT

31

TEMPORARY

—

HIT DICE & DEATH SAVES

HIT DICE

4d8

DEATH SAVES

Success: ○○○

Failure: ○○○

ATTACKS & SPELLCASTING

Weapon / Attack	Atk Bonus	Damage / Type
Rapier (Melee)	+6	1d8+4 piercing
Shortbow (Ranged)	+6	1d6+4 piercing
Dagger (Thrown)	+6	1d4+4 piercing

Spellcasting Ability: Charisma Save DC: 11 Spell Attack: +3

PERSONALITY, IDEALS, BONDS, FLAWS

Personality

I am always calm, no matter the situation. I never raise my voice or let emotions rule me.

Ideals

Freedom: Chains are meant to be broken, both literal and metaphorical.

Bonds

I owe my life to the thieves' guild that took me in as an orphan.

Flaws

A pretty face or a clever trick easily distracts me from my goals.

FEATURES & CLASS TRAITS

Expertise

Stealth, Thieves' Tools (double proficiency bonus).

Sneak Attack (2d6)

Deal extra damage to one creature you hit with an attack if you have advantage or an ally is nearby.

Cunning Action

Bonus action to Dash, Disengage, or Hide.

Thieves' Cant

Secret language of codes and signs.

Roguish Archetype (Thief)

Fast Hands (bonus action Sleight of Hand, thieves' tools, Use an Object), Second-Story Work (climbing is faster, jump distance increases).

Fey Ancestry

Advantage on saving throws against being charmed, magic can't put you to sleep.

Mask of the Wild

Can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, etc.

SPELL-SLOT TRACKER

Level	1st	2nd	3rd	4th
Max	4	3	2	—
Slots	○○○○	○○○	○○	

PASSIVE WISDOM (PERCEPTION)

14

OTHER PROFICIENCIES & LANGUAGES

Languages

Common, Elvish, Thieves' Cant

Weapons

Simple weapons, Hand crossbows, Longswords, Rapiers, Shortswords

Armor

Light armor

Tools

Thieves' tools, Playing card set

EQUIPMENT & INVENTORY

Item	Qty / Wt
Studded Leather Armor	1 / 13 lbs
Rapier & Dagger	1/1 / 3 lbs
Shortbow & 20 Arrows	1 / 3 lbs
Thieves' Tools	1 / 1 lb
Explorer's Pack (backpack, bedroll, waterskin)	1 / 59 lbs
Silk Rope (50 ft.) & Grappling Hook	1 / 9 lbs
Burglar's Pack	1 / 45 lbs
Pouch with Gold Coinage	15 gp