

Lucky

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Wood elf

RACE

Urchin

BACKGROUND

CN

ALIGNMENT

Joey Iovino - DOTS

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

10

1

DEXTERITY

16

3

CONSTITUTION

13

2

INTELLIGENCE

12

1

WISDOM

16

3

CHARISMA

8

-1

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☒ 3 Dexterity
- ☐ 2 Constitution
- ☒ 1 Intelligence
- ☐ 3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

3

INITIATIVE

35

SPEED

Hit Point Maximum 10

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Smart and shy, never quite says the right thing around people. What he says often comes out awkwardly. I like to stay hidden in small spaces.

PERSONALITY TRAITS

Severe love for all things shiny, will die or do anything foolhardy to make sure his friends are safe. I like to help people who help me.

IDEALS

I leave expensive trinkets that aren't useful to me for people who are in need of them / money.

BONDS

Can't stop himself from going after shiny objects that he wants. Very intrigued by unordinary objects. (It's not stealing if I need it more than them)

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Long bow

5

1d8 piercin

Rapier

5

1d6 slashin

Sneak atk

+ 1d6

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Common , elvish, thieves cant
Disguise kit
Thieves tools
Small knife
Map of the city I grew up in
Pet mouse (squishy)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Disguise kit
Set of marked cards
Long bow
Rapier
Leather armor
2 daggers

EQUIPMENT

Fleet of foot - base speed 35'
Dark vision 60'
Mask of the wild- can attempt to hide even with only light cover
Expertise - stealth / sleight of hand = double proficiency

FEATURES & TRAITS

Keryth Valen

CHARACTER NAME

27

AGE

Green/Grey

EYES

5' 4"

HEIGHT

Bronze

SKIN

130

WEIGHT

Black (mid)

HAIR



CHARACTER APPEARANCE

Carn- the elder thief who took me in.

Genesis - the thieves guild, and its leaders who accepted and trained me.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Orphaned on the city streets, keryth made his own way stealing what he needed. Eventually he was found by an elder member of a thieves guild. He was taken in and trained showing much natural skill from his eleven heritage, his awkward nature is often overlooked among peers in the guild and written off as the cost of growing up alone. He earned the nickname lucky from years of not getting caught or killed by guards, and for taking on tasks deemed impossible or foolhardy and coming out ahead every time. This earned him respect amongst thieves and mercenaries who hear his name. Lucky trained hard and is fiercely loyal, as well as helpful to those in need, the name is a reminder to him that it isn't luck at all that brought him here but his own strength of will. Not knowing how to thank those that trained him he is often found stealing for fun and leaving the trinkets to those in need.

CHARACTER BACKSTORY

Lucky never goes anywhere without his bow near by as his favored weapon, he also keeps a rapier at his back opposite his quiver. preferring the skill of the thin blade for protection, as well as 2 daggers tucked into his armor. Adorned with the customary blue leather armor of his guild he is commonly found adorned with a torn hooded black cape concealing everything but his bow and appearing as a youthful traveler.

Feature: City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

REPEATED

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SPELLS KNOWN