

Tamonei

CHARACTER NAME

Rogue/Thief 8

CLASS & LEVEL

Half-Elf

RACE

Urchin

BACKGROUND

Chaotic Good

ALIGNMENT

Crawl IV GenCon 2016

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

19

+4

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

15

+2

CHARISMA

12

+1

INSPIRATION

+3

PROFICIENCY BONUS

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

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

SAVING THROWS

SKILLS

17

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I ask a lot of questions. I think anyone who's nice to me is hiding evil intent.

PERSONALITY TRAITS

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

IDEALS

No one else should have to endure the hardships I've been through.

BONDS

I will never truly trust anyone other than myself.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

NAME	ATK BONUS	DAMAGE/TYPE
+1 Rapier	+8	1d8 +5 piercing
Crossbow, hand	+7	1d6 +4 piercing
Dagger	+7	1d4 +4 piercing

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages. Elvish, Common, Undercommon

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Disguise kit, Thieves tools, Thieves

OTHER PROFICIENCIES & LANGUAGES

- EQUIPMENT
- +1 Rapier
 - Glamoured Studded Leather
 - Boots of Elvenkind
 - 2 Potions of Healing (2d4+2 hp: O.O.)
 - DUNGEONEER'S PACK: backpack, crowbar, hammer, 10 pitons, tinderbox, 10 torches,
 - 10 days rations, waterskin, 50' hemp rope
 - Antitoxin Vial (1)
 - Acid Vial (1)
 - Caltrops (Bag of 20)
 - Bag of Ball Bearings

EQUIPMENT

Darkvision

Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 4d6 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.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, 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.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (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

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

FEATURES & TRAITS



Tamonei

CHARACTER NAME

28 years

AGE

5'11"

HEIGHT

120 lbs.

WEIGHT

Green

EYES

Suntanned

SKIN

Dirty Blonde

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Uncanny Dodge
Starting at 5th level, 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
Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. 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.

MAGICAL GEAR

Boots of Elvenkind
While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Glamoured Studded Leather
While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight.

Potion of Healing (2)
Gain 2d4+2 hp

+1 Rapier

ADDITIONAL FEATURES & TRAITS

TREASURE