


Player	KG	Campaign	Elemental Evil
Character	Stephen	Notes	Zhentarim

	Character Name	Stephen		
	Class & Level	Rogue 1st		
	Race	Female Wood Elf	Experience	0
	Alignment	Neutral Good	Background	Urchin

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
8 (-1)	16 (+3)	12 (+1)	13 (+1)	16 (+3)	10 (+0)
Saving Throw Proficiencies:		Dexterity (+5) and Intelligence (+3)			

Armor Class	14	Speed	35 walking	Current Hit Points		
Initiative	+3	Hit Point Maximum	9			
Passive Perception	15	Hit Dice:	1d8+1			
Proficiency Bonus	+2				Death Saves	Temp Hit Points
					Success	
					Failure	

Skills (bold trained)	
Acrobatics (Dex):	+5
Animal Handling (Wis):	+3
Arcana (Int):	+1
Athletics (Str):	+1
Deception (Cha):	+2
History (Int):	+1
Insight (Wis):	+5
Intimidation (Cha):	+0
Investigation (Int):	+1
Medicine (Wis):	+3
Nature (Int):	+1
Perception (Wis):	+5
Performance (Cha):	+0
Persuasion (Cha):	+0
Religion (Int):	+1
Sleight of Hand (Dex):	+5
Stealth (Dex):	+7
Survival: (Wis):	+3

Actions
Rapier. Melee Finesse Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 1d8+3 piercing damage
Dagger. Melee Finesse Weapon Bonus Attack: +5 to hit, reach 5ft, one target. Hit: 1d4 piercing damage
Dagger. Thrown Finesse Weapon Attack: +5 to hit, range 20/60ft, one target. Hit: 1d4+3 piercing damage
Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320ft, one target. Hit: 1d6+3 piercing damage

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Features and Traits

Elf Traits: Darkvision, Keen Senses, Fey Ancestry, Trace, Fleet of Foot, and Mask of the Wild

Darkvision: Accustomed to twilit forests and the night sky, 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.

Mask of the Wild: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

City Secrets: You know the secret patterns and flows to cities. While not in combat you and companions can travel twice as fast in a city

Expertise: Proficiency Bonus is doubled for Stealth (already added in skills) and Thieves Tools (+7)

Sneak Attack: Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll (finesse or ranged weapon only). You do not need advantage if another active enemy of the attacker is within 5 feet of it.

Other Proficiencies & Languages

Proficient in Light Armor, simple weapons, hand crossbows, long swords, rapiers, short swords, longbow, disguise tools, thieves tools, and Gaming (Dice)

Read & Write Common, Elven, and Thieves Chant

Personality

Personality Traits I ask a lot of questions

Ideals Aspiration: I'm going to approve that I'm worthy of a better life

Bonds I owe my survival to another urchin who taught me to live on the streets

Flaws It's not stealing if I need it more than someone else

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Equipment
Rapier and two daggers
Shortbow with quiver with 20 arrows
Leather Armor
Explorer's Pack (Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.)
Thieves Tools, small knife, map of city, dice set, and belt pouch
10 gold pieces

Physical Characteristics			
Age	62	Height	5’2”
		Weight	110
Eye Color	Green	Skin Color	Copperish
		Hair Color	Black
Other Distinguishable Characteristics			

Notes