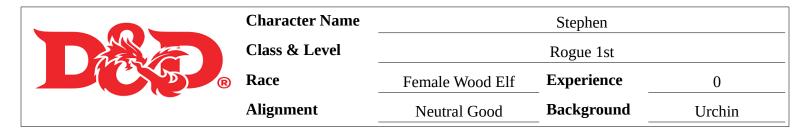
Player	KG	Campaign	Elemental Evil
Character	Stephen	Notes	Zhentarim



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

Armor Class	14
Initiative	+3
Passive Perception	15
<b>Proficiency Bonus</b>	+2

Speed	35 walking		
Hit Point Maximum	9		
Hit Dice:	1d8+1		

Current Hit Points						
Death Saves Success Failure	Temp Hit Points					

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

Player	KG	Campaign	Elemental Evil
Character	Stephen	Notes	Zhentarim

## 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

Playe	er Ko	Ĵ	Campaign	Eler	nental Evil
Charact	er Step	hen	Notes	Z	nentarim
			Equipment		
Rapier and	two daggers		Equipment		
Shorthow v	vith quiver with 20 arrows				
Leather Arı	nor				
-	Pack (Includes a backpack The pack also has 50 feet o			_	of rations, and a
Γhieves To	ols, small knife, map of ci	ty, dice set, an	d belt pouch		
10 gold pie	ces				
to gold pic					
		Phy	sical Characteristics		
Age	62	Height	5'2"	Weight	110
Eye Color	Green	Skin Color	Copperish	Hair Color	Black
Other Disti	nguishable Characteristics	5			
			Notes		