DUNGEONS & DRAGONS®

Jansen Viggo (Level 5)

CHARACTER NAME

Thief Rogue 5	Acolyte	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Elf	Chaotic Good	10
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY 4 (18)

CONSTITUTION 1 (13)

INTELLIGENCE 2 (15)

WISDOM 0 (10)

CHARISMA 2 (14)

INSPIRATION

3 **PROFICIENCY BONUS**

○	-1	Strength
●	7	Dexterity
○	1	Constitution
●	5	Intelligence
○	0	Wisdom
○	2	Charisma

SAVING THROWS

●	7	Acrobatics (Dex)
○	0	Animal Handling (…
○	2	Arcana (Int)
○	-1	Athletics (Str)
●	5	Deception (Cha)
○	2	History (Int)
●	3	Insight (Wis)
○	2	Intimidation (Cha)
○	2	Investigation (Int)
○	0	Medicine (Wis)
○	2	Nature (Int)
○	0	Perception (Wis)
●	5	Performance (Cha)
●	5	Persuasion (Cha)
●	5	Religion (Int)
●	7	Sleight of Hand (…
●	10	Stealth (Dex)
○	0	Survival (Wis)

SKILLS

10 **PASSIVE WISDOM (PERCEPTION)**

TOOL: Thieves' Tools+

LANGUAGE: Abyssal, Celestial, Common, Elvish, Sylvan, Thieves' Cant

ARMOR: Light Armor

WEAPON: Hand Crossbow, Longsword, Rapier, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

15 ARMOR CLASS

4 INITIATIVE

30 SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Rapier	+7	1d8+4 Piercing
Shortbow	+7	1d6+4 Piercing
Dagger	+7	1d4+4 Piercing

ATTACKS & SPELLCASTING

10 CP	10 SP	10 EP	15 GP	10 PP

1 Prayer Book
1 Holy Symbol
5 Stick of Incense
1 Vestments
1 Belt Pouch
1 Rapier
1 Shortbow

EQUIPMENT

I quote (or misquote) sacred texts and proverbs in almost every situation.

I see omens in every event and action. The gods try to speak to us, we just need to listen

PERSONALITY TRAITS

Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)

IDEALS

Everything I do is for the common people.

BONDS

I put too much trust in those who wield power within my temple's hierarchy.

FLAWS

Thieves' Cant
Sneak Attack
Darkvision
Fey Ancestry
Shelter of the Faithful
Cunning Action
Fast Hands
Second-Story Work
Uncanny Dodge

FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP

1 Quiver
20 Arrows
1 Burglar's Pack
1 Leather Armor
2 Dagger
1 Thieves' Tools
1 Common clothes
100 ball bearing
1 string
2 flask of oil
1 Backpack
5 Candle
1 Crowbar
1 Hammer
5 Piton
1 Hooded lantern
5 Rations
1 Tinderbox
1 Waterskin
1 Hempen rope

EQUIPMENT

Total: 10

Total:

Total:

Total: 10

20

ARROWS

Total:

Total:

SPELLCASTING CLASS

NONE	0	0
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0	CANTRIPS

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	0	
2	0	
3	0	
4	0	
5	0	
6	0	
7	0	
8	0	
9	0	

FEATURES & TRAITS

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.

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 3d6 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.
The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

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.

Shelter of the Faithful
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.
You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

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.

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.

SPELLS