

Xander Subtiliter

CHARACTER NAME

Thief 0

CLASS & LEVEL

Hermit

BACKGROUND

Alex

PLAYER NAME

Human

RACE

Chaotic Neutral

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH
-1
8

DEXTERITY
+2
15

CONSTITUTION
0
10

INTELLIGENCE
+2
14

WISDOM
+1
12

CHARISMA
+1
13

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +4 Dexterity
- 0 Constitution
- +4 Intelligence
- +1 Wisdom
- +1 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +2 Arcana (Int)
- 1 Athletics (Str)
- +3 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +1 Intimidation (Cha)
- +4 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +2 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

13 ARMOR CLASS

2 INITIATIVE

30 SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSES DEATH SAVES

FAILURES

Will choose the easiest way for a task.
Will research new things.

PERSONALITY TRAITS

Does what they want and only that.

IDEALS

A small merchant store called BrockBuster.

BONDS

The end.

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4+2
Shortsword	+4	1d6+2
Shortbow	+4	1d6+2

Sneak Attack-1d6 extra damage on attack where you have advantage or another enemy of creature is within 5ft.

Thieves' Cant- Convey secret messages hidden in normal conversation.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Crossbow, hand, Longsword, Rapier, Shortsword.
Light armor.
Common

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

ARMOR SHIELD: AC 13

Leather

Arrow 20

Piton 10

Quiver 1

Waterskin 1

Candle 1

Lantern 1

Oil 2

Thieves Tools 1