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Section 1 Character Abilities

Strength.	Base	11.	Bonus	0.	Save	0.
Dexterity.	Base	16.	Bonus	3.	Save	5.
Constitution.	Base	11.	Bonus	0.	Save	0.
Intelligence.	Base	12.	Bonus	1.	Save	3.
Wisdom.	Base	12.	Bonus	1.	Save	1.

Charisma. Base 16. Bonus 3. Save 3.

Section 2 Combat Stats

Initiative. 3.

Hit Points. 8.

Armor Class. 14.

Speed. 30.

Section 3 Weapons

Weapon Attacks

Dagger. Add 5 to Hit Roll. *One 4 sided dice plus 3 piercing damage.*

Shortbow. Add 5 to Hit Roll. *One 6 sided dice, plus 3 piercing damage.*

Shortsword. Add 5 to hit Roll. *One 6 sided dice, plus 3 piercing damage.*

Weapon Ranges

Dagger, range of 5 feet.

Shortbow, range of 80 feet to 320 feet.

Shortsword, range of 5 feet.

Section 4 Skills List

Acrobatics 3

Animal Handling 1

Arcana 1

Athletics 0

Deception 5

History 1

Insight 1

Intimidation 5

Investigation 1

Medicine 1

Nature 1

Perception 3

Performance 5

Persuasion	5
Religion	1
Sleight of Hand	5
Stealth	3
Survival	1

Section 5 Spells and Combat Abilities

Sneak Attack

Add one six sided dice to your damage roll.

Section 6 Proficiencies

Armor: Light armor.

Tools: Disguise Kit, Forgery Kit, Thieves' Tools

Weapons: Simple Weapons, hand Crossbows, Longswords, Rapiers, Shortswords

Section 7 Character Features

Feature False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona.

Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Feature Fey Ancestry

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

Feature 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 1d6 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.

Feature Sunlight Sensitivity

You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Section 8 Character Information List

Player Name Concealed

Character Name	Barvin Dienna
Race	Drow
Class	Rogue
Sub Class	Thief
Background	Charlatan
Age	300
Height	5 Feet 10 Inches Tall
Alignment	Chaotic Neutral
Language	Common, Elvish and Thieves' Cant

Section 9 Character Background

I put on new identities like clothes.

I can't resist a pay-off I'm too greedy.

I'm convinced no one could ever fool me, the way that I fool others.

Fairness – I never scam someone who can't afford to lose their wealth.

Independence – I'm a free spirit, no one tells me what to do.

I want to get gold.

I have a daughter.

I'm a born gambler who can't resist taking a risk for a potential payoff.

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