

## Annayla Thorntip

CHARACTER NAME

Rog/Ass/4, Sor/Green Dra/1

CLASS & LEVEL

Halfing/Lightfoot

RACE

Criminal

BACKGROUND

Chaotic Good

ALIGNMENT

Matt

PLAYER NAME

6500

EXPERIENCE POINTS

**STRENGTH**

8

-1

**DEXTERITY**

18

+4

**CONSTITUTION**

10

0

**INTELLIGENCE**

12

+1

**WISDOM**

13

+1

**CHARISMA**

16

+3

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +7 Dexterity
- 0 Constitution
- +4 Intelligence
- +1 Wisdom
- +3 Charisma

SKILLS

- +7 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- 1 Athletics (Str)
- +6 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +4 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +7 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +1 Religion (Int)
- +7 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +1 Survival (Wis)

17 ARMOR CLASS

+4 INITIATIVE

25 SPEED

Hit Point Maximum 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSSES DEATH SAVES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+7	1d8 +4 piercing
Crossbow, hand	+7	1d6 +4 piercing
Dagger	+7	1d4 +4 piercing

ATTACKS & SPELLCASTING

Smuggler = The best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

Someone I loved died because of I mistake I made. That will never happen again.

BONDS

If there is a plan, I will forget it. If I do not, I will ignore it.

FLAWS

17 PASSIVE WISDOM (PERCEPTION)

**Languages.** Draconic, Orc, Common, Undercommon, Halfling

**Weapon.** Simple, Crossbow hand, Longsword, Rapier, Shortsword

**Armor.** Light

**Tools.** Poisoners kit, Disguise kit, Thieves tools, Playing card set, Thieves

OTHER PROFICIENCIES & LANGUAGES

CP

EP

GP

PP

EQUIPMENT

**4th level Dex.** See the Players Handbook for details.

**4th level Cha.** See the Players Handbook for details.

**Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Brave.** You have advantage on saving throws against being frightened.

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Naturally Stealthy.** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Sneak Attack.** 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.

**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.

**Cunning Action.** 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.

FEATURES & TRAITS



# Annay

CHARACTER NAME

35 years

AGE

Green

EYES

3'3"

HEIGHT

Tanned

SKIN

35 lbs.

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

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ALLIES & ORGANIZATIONS

**Draconic Resilience.** As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

ADDITIONAL FEATURES & TRAITS

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CHARACTER BACKSTORY

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TREASURE



# Sorcerer

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Poison Spray
- Acid Splash
- Ray of Frost
- Mage Hand

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

Sleep

SPELL NAME

Magic Missile

7

4

8

2

5

9

SPELLS KNOWN