FAST CHARACTER

AUSITH OF THE BURROWS

Rogue 1	0	
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
Forest Gnome	Charlatan	
RACE/ANCESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID

STR
-1
8

DEX
+3
16

CON
+2
14

INT
+2
15

WIS
+0
10

CHA
+1
12

+2 PROFICIENCY BONUS

SAVING THROWS
-1 Strength Saves
+5 Dexterity Saves *
+2 Constitution Saves
+4 Intelligence Saves *
+0 Wisdom Saves
+1 Charisma Saves
Prof. bonus added

SKILLS
+3 Acrobatics *(Dex)*
+0 Animal Handling *(Wis)*
+2 Arcana *(Int)*
+1 Athletics *(Str)* *
+3 Deception *(Cha)* *
+2 History *(Int)*
+0 Insight *(Wis)*
+3 Intimidation *(Cha)* *
+2 Investigation *(Int)*
+0 Medicine *(Wis)*
+2 Nature *(Int)*
+2 Perception *(Wis)* *
+1 Performance *(Cha)*
+1 Persuasion *(Cha)*
+2 Religion *(Int)*
+7 Sleight of Hand *(Dex)* **
+7 Stealth *(Dex)* **
+0 Survival *(Wis)*

Prof. bonus added

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES
Armor: light armor
Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword
Tools: disguise kit, forgery kit, thieves' tools
Saving Throws: Dexterity, Intelligence
Skills: Athletics, Deception, Intimidation, Perception, Sleight of Hand, Stealth
Languages: Common, Thieves' Cant, Gnomish

ENCUMBRANCE
Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

ARMOR CLASS (AC) **14**
INITIATIVE **+3**
SPEED **25 ft.**

Armor Worn: leather armor

HIT POINTS **10**
HIT DICE **1d8**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS
Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit. *Hit:* 1d6+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS
Sneak Attack: Once per turn, deal +1d6 extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

EQUIPMENT & TREASURE
Carried Gear [PHB, p. 143]: leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 36 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]
• *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 5 gold pieces (gp); 51 silver pieces (sp); 9 copper pieces (cp); 4 gems (worth 10 gp each)

FEATURES, TRAITS & MORE
Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Charlatan Background [PHB p. 128]
• **Feature:** False Identity.
• **Traits:** Taught by fiendish tutor. Reputation as possibly insane.
• **Ideal:** Follows the thieves' code.
• **Bond:** Doing long con on greedy nobles.
• **Flaw:** Believes own lies.

Forest Gnome Traits [PHB p. 35]
• Creature Type: Humanoid
• Age: 70 years old
• Small Size (3' 5", 41 lbs.)
• Darkvision (60 feet)
• Gnome Cunning (adv. on Intelligence, Wisdom, Charisma saving throws vs. magic)
• Natural Illusionist (*Minor Illusion* cantrip)
• Speak With Small Beasts

Rogue Class Features [PHB p. 94]
• Expertise (prof. noted with **)
• Sneak Attack (+1d6)
• Thieves' Cant (slang speak in code)