

Milagros

CHARACTER NAME

20 Thief

LEVEL & CLASS

PLAYER NAME

Criminal

BACKGROUND Burglar

Tiefling

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

0

10

DEXTERITY

+5

20

CONSTITUTION

+3

16

INTELLIGENCE

+5

20

WISDOM

0

10

CHARISMA

0

10

STR 0 DEX +11 INT +11
CON +3 WIS +6 CHA 0

RESISTANCES

Fire
Dmg. save vs. area effects: fail — half
dmg, success — no dmg

SAVING THROWS

ACROBATICS (Dex) +17
ANIMAL HANDLING (Wis) 0
ARCANA (Int) +5
ATHLETICS (Str) 0
DECEPTION (Cha) +6
HISTORY (Int) +5
INSIGHT (Wis) +6
INTIMIDATION (Cha) 0
INVESTIGATION (Int) +17
MEDICINE (Wis) 0
NATURE (Int) +5
PERCEPTION (Wis) +6
PERFORMANCE (Cha) 0
PERSUASION (Cha) 0
RELIGION (Int) +5
SLEIGHT OF HAND (Dex) +5
STEALTH (Dex) +17
SURVIVAL (Wis) 0
THIEVES' TOOLS (Dex) +17

SKILLS

163

MAXIMUM
HIT POINTS

+6

PROFICIENCY
BONUS

17

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+5

INITIATIVE

SUCCESSSES

FAILURES

DEATH
SAVES

LEVEL 20 DIE d8+3 USED

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE	MAX	RECOVER	USED
Hellish Rebuke (3d10)	1	LR	
Darkness	1	LR	
Stroke of Luck	1	SR	

LIMITED FEATURES

ACTIONS	BONUS ACTIONS	REACTIONS
Darkness	Cunning Action	Hellish Rebuke (3d10)
	Fast Hands	Uncanny Dodge

ACTIONS

16

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft; Blindsight 10 ft

SENSES

NAME Bolts TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Dagger	✓ Dex	Melee, 20/60 ft	+11	1d4+5	Piercing
Finesse, light, thrown					
DESCRIPTION					
Light Crossbow	✓ Dex	80/320 ft	+11	1d8+5	Piercing
Ammunition, loading, two-handed					

ATTACKS: WEAPONS & CANTRIPS

Thief, level 20:

- ♦ Expertise (Rogue 1, PHB 96) [with four skills]
I gain expertise with two skills/thieves' tools I am proficient with; two more at 6th level
- ♦ Sneak Attack (Rogue 1, PHB 96) [10d6]
Once per turn, I can add damage to finesse/ranged attack if I have adv.
I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadv.
- ♦ Thieves' Cant (Rogue 1, PHB 96)
I know the secret rogue language that I can use to convey messages inconspicuously
- ♦ Cunning Action (Rogue 2, PHB 96)
I can use a bonus action to take the Dash, Disengage, or Hide action
- ♦ Fast Hands (Thief 3, PHB 97)
As a bonus action, I can do one of the following:
 - Make a Dexterity (Sleight of Hand) check
 - Use my thieves' tools to disarm a trap or open a lock
 - Take the Use an Object action
- ♦ Second-Story Work (Thief 3, PHB 97)
I climb at my normal speed; I add my Dex modifier to the distance of a running jump
- ♦ Uncanny Dodge (Rogue 5, PHB 96)
As a reaction, I halve the damage of an attack from an attacker that I can see
- ♦ Evasion (Rogue 7, PHB 96)
My Dexterity saves vs. areas of effect negate damage on success and halve it on failure
- ♦ Supreme Sneak (Thief 9, PHB 97)
I have advantage on Dexterity (Stealth) checks when moving no more than half speed
- ♦ Reliable Talent (Rogue 11, PHB 96)
If I make an ability check where I add my proficiency bonus, rolls of 9 or lower are 10
- ♦ Use Magic Device (Thief 13, PHB 97)
I can use magic items even if I don't meet the class, race, and/or level requirements
- ♦ Blindsense (Rogue 14, PHB 96)
With my hearing, I can locate hidden or invisible creatures that are within 10 ft of me
- ♦ Slippery Mind (Rogue 15, PHB 96)
I am proficient with Wisdom saving throws
- ♦ Thief's Reflexes (Thief 17, PHB 97)
Unless surprised, I can take two turns on the first round of any combat
The first turn is at my regular initiative, and the second is at my initiative - 10
- ♦ Elusive (Rogue 18, PHB 96)
Attackers do not gain advantage on attacks vs. me, unless I am incapacitated
- ♦ Stroke of Luck (Rogue 20, PHB 97) [1 × per short rest]
I can turn a missed attack into a hit or a failed ability check into a natural 20

CLASS FEATURES

The first thing I do in a new place is note the locations of everything valuable — or where such things could be hidden.

PERSONALITY TRAITS

Redemption: There's a spark of good in everyone. (Good)

IDEALS

I will become the greatest thief that ever lived.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

Feature Name: **Criminal Contact**

I have a reliable and trustworthy contact who acts as my liaison to a network of other criminals. I know how to get messages to and from my contact, even over great distances; specifically, I know the local messengers, corrupt caravan masters, and seedy sailors who can deliver my messages.

BACKGROUND FEATURE

Tiefling (+1 Intelligence, +2 Charisma)

Infernal Legacy:

I know the Thaumaturgy cantrip.

At 3rd level, I can cast the Hellish Rebuke spell once per long rest as a 2nd-level spell.

At 5th level, I can also cast the Darkness spell once per long rest. Charisma is my spellcasting ability for these spells.

RACIAL TRAITS

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	CP
	PP

WEIGHT CARRIED

ENCUMBERED

51 - 100 lb

HEAVILY ENCUMBERED

101 - 150 lb

PUSH/DRAW/LIFT

151 - 300 lb



Milagros

CHARACTER NAME

GENDER

AGE

Medium
SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

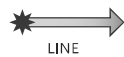
ENEMIES

CHARACTER HISTORY

[illegible]

[illegible][illegible]

PLAYER REFERENCE



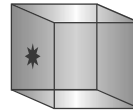
LINE



Point of Origin



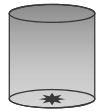
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death
EXHAUSTION (PHB 291)	

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
TRAVEL PACE (PHB 182)				