

“The way is clear. Walk the narrow path to achieve true balance.”

You spent the first two hundred years of your life walking the same path as your father, figuratively and literally. One day a subtle shift in your mind told you to turn left instead of right. Though you ended up at the same place, you knew that your purpose was not to simply be part of the world, but to balance it. You joined a group, the Dwallura, devoted to maintaining the equilibrium of both the physical and spiritual world.

BACKGROUND (DEATHGROOM)

In a world where the resources are finite, everything must be used to its fullest, including the bodies of the dead. You learn to speak with the mourning and comfort them in public, while in private you prepare the bodies of the dead for their roles in the success of the city. Parts to the compost to feed the plants, parts to the masons to build the walls, parts to the family to remember the lost. The long life of elves allows them to see a broader perspective than most races and it is no surprise that your family was drawn to this vocation.

Death comes for all

Over a long enough timeline, everyone will come in contact with deathgroom in the Drifting City. As such, you have interacted with a multitude of people and have many contacts in many walks of life. Typically you will know who to go to when seeking information.

Personality You have seen people at the worst points in their lives and can find empathy within yourself for anyone.

Ideal Responsibility. I must carry the weight of my duties because there is none other to do it.

Bond I seek to serve the people in the best way possible.

Flaw I have seen so much death that I have trouble valuing my own life.

HIGH ELF TRAITS

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

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cantrip You know the *prestidigitation* cantrip. Intelligence is your spellcasting ability for it.

CLERIC FEATURES

Spellcasting

As a conduit for divine power, you can cast cleric spells. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

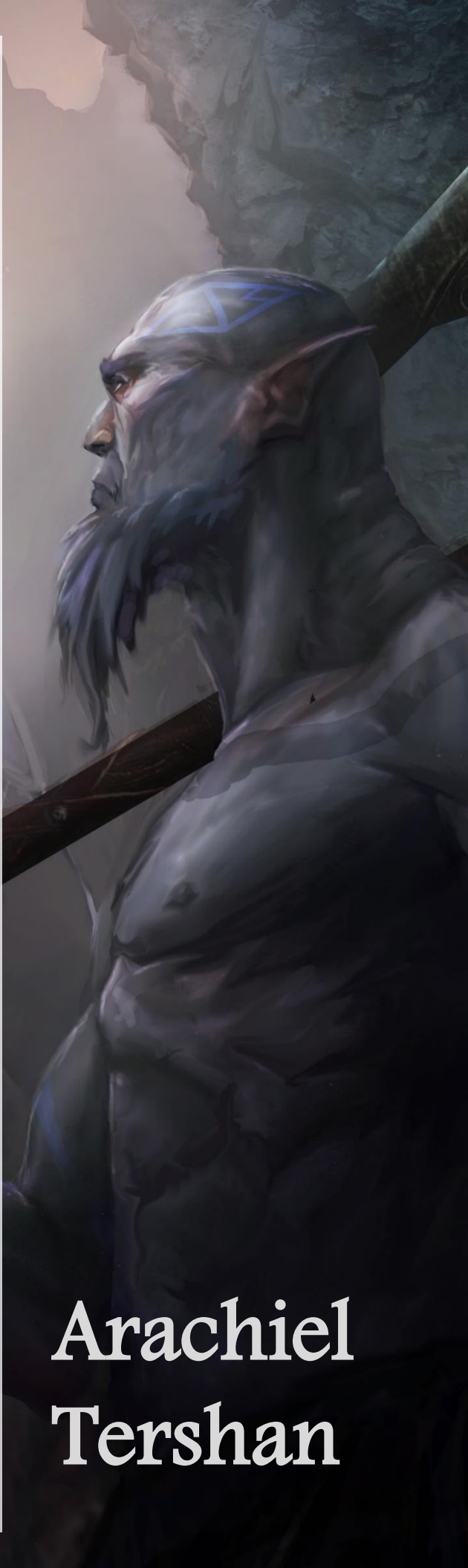
DOMAIN: BALANCE

Domain Spells Your clerical domain grants you certain spells that are always prepared, which do not count against the number of spells you can prepare each day. All of your domain spells count as cleric spells for you.

1st-level spells: *divine favor*, *sleep*

Domain Feature *Calming Presence*

You have a unique way about you that puts people at ease, causing them to be more attentive and interested when around you. Starting when you choose the Balance domain at 1st level, you can use your action to give a willing creature, including yourself, advantage on Charisma (Persuasion) checks.



Arachiel Tershan

ARACHIEL TERSHAN CLERIC LEVEL 1

Medium high elf, Balance domain, neutral good

Armor Class 15 (17 with shield)

Hit points 11 (Hit Dice 1d8)

Speed 30 ft

STR 15 (+2) **DEX** 14 (+2) **CON** 16 (+3)

INT 12 (+1) **WIS** 17 (+3) **CHA** 11 (+0)

Proficiencies (+2 proficiency bonus)

Saving throws Wisdom +5, Charisma +2

Skills Perception +5, Insight +5, Medicine +5, Survival +5

Armor Light and medium armor, shields

Weapons. Simple, longsword, shortsword, shortbow, longbow

Tools herbalism kit, deathgroom's tools

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish, Dwarvish, Halfling

ACTIONS

Attack You can make one of the following attacks:

Shortbow *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 1d6 + 2 piercing damage.

Longsword *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 slashing damage. (*Versatile* 1d10+2 slashing damage)

Dagger *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 piercing damage. *Finesse. Light. Thrown*, range 20/60 ft.

OPTIONS

Spellcasting You are a spellcaster who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *sacred flame*, *spare the dying*, *mending*, *prestidigitation* (race feature)

1st Level (2 slots): *divine favor**, *sleep**, *guiding bolt*, *healing word*, *shield of faith*, *inflict wounds*. * domain spell (Balance Domain)

CLERIC DOMAIN FEATURES

Calming Presence

You have a unique way about you that puts people at ease, causing them to be more attentive and interested when around you. Starting when you choose the Balance domain at 1st level, you can use your action to give a willing creature, including yourself, advantage on Charisma (Persuasion) checks.

Equipment Chain shirt, shield, shortbow, longsword, 2 daggers, explorer's pack, holy symbol, carving knife, insignia of the deathgroom

ARACHIEL TERSHAN CLERIC LEVEL 5

Medium high elf, Balance domain, neutral good

Armor Class 15 (17 with shield)

Hit points 43 (Hit Dice 5d8)

Speed 30 ft

STR 16 (+3) **DEX** 14 (+2) **CON** 16 (+3)

INT 12 (+1) **WIS** 18 (+4) **CHA** 11 (+0)

Proficiencies (+3 proficiency bonus)

Saving throws Wisdom +7, Charisma +3

Skills Perception +7, Insight +7, Medicine +7, Survival +7

Armor Light and medium armor, shields

Weapons. Simple, longsword, shortsword, shortbow, longbow

Tools herbalism kit, deathgroom's tools

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Elvish, Dwarvish, Halfling

ACTIONS

Attack You can make one of the following attacks:

Shortbow *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 1d6 + 2 piercing damage.

Longsword *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d8 + 3 slashing damage. (*Versatile* 1d10+2 slashing damage)

Dagger *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d4 + 3 piercing damage.

OPTIONS

Spellcasting You are a spellcaster who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *sacred flame*, *spare the dying*, *anchor*, *prestidigitation* (race feature)

1st Level (4 slots): *divine favor**, *sleep**, *guiding bolt*, *healing word*, *cure*

wounds, *inflict wounds*, *detect evil and good*.

2nd Level (3 slots) *calm emotions**, *suggestion**, *spiritual weapon*, *echo shield*

3rd Level (2 slots) *counterspell**, *nondetection**, *revivify*, *bestow curse*
* domain spell (Balance Domain)

CLERIC DOMAIN FEATURES

Calming Presence (as above)

Channel Divinity: Turn Undead

As an action, you speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If it fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move away from you, and it can't willingly move to a space within 30 feet of you or take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead

At Cleric Level 5, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is below 1/2.

Channel Divinity: Life Balance

As an action, you can use your Channel Divinity to transfer life energy from one willing creature to another, including yourself. Present the symbol of your domain and evoke a life energy transference up to 4 times your cleric level from one creature to another. The creature receiving the energy receives hit points equal to the amount and the one transferring loses hit points equal to the amount.

Equipment Chain shirt, shield, shortbow, longsword, 2 daggers, explorer's pack, holy symbol, carving knife, insignia of the deathgroom

"I can swing the hammer for someone else or I can swing it for myself. I choose myself."

Life in the Fabrica was regimented. You worked the tunnels or you worked the forge. You wanted something more for yourself and sought it out in the only other option you saw, the Cadre. Unfortunately, you failed at it and found yourself with no path forward and no path back. You managed to find a third path with the Lawless.

BACKGROUND (CADRE WASHOUT)

The odds of survival are always against you in the Drifting City and choosing to serve in the Cadre is not without risks, but it is a near guarantee that you'll get by. You went through the training, learning weapons, tactics, and the skills needed to keep order. But it wasn't enough. Whether due to your own innate personality traits, unwillingness to follow orders, or perhaps old-fashioned discrimination, you were washed out of the Cadre after your Initiate phase. You carry the dishonor, and a few scars, with you as you go through life now.

Service Knowledge

Though you never became a full member of the Cadre, you've received all of the training they have. You have knowledge of their organization, distribution, and general practices. You can use this knowledge to your advantage such as identifying Cadre in disguise, identifying their weapons, and guessing their tactics.

Personality I have my own sense of right and wrong, regardless of what others think.

Ideal The defense of those who cannot defend themselves is vital to life.

Bond Those who fight with me are the ones I most care about.

Flaw I know my weaknesses, but I'm not willing to acknowledge them.

HILL DWARF TRAITS

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

FIGHTER FEATURES

Fighting Style – Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.



Murgan Undhaf

MURGEN UNDHAFF FIGHTER LEVEL 1

Medium hill dwarf, chaotic good

Armor Class 16 (18 with shield)

Hit points 14 (Hit Dice 1d10)

Speed 25 ft

STR 17 (+3) **DEX** 14 (+2) **CON** 17 (+3)

INT 11 (+0) **WIS** 13 (+1) **CHA** 9 (-1)

Proficiencies (+2 proficiency bonus)

Saving throws Strength +5, Constitution +5

Skills Athletics +5, Insight +3, Perception +3, Intimidation +1

Armor All armor, shields

Weapons. All simple, all martial, unarmed strike

Tools Mason's tools

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Dwarvish, Elvish Halfling

ACTIONS

Attack You can make one of the following attacks:

Warhammer Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 bludgeoning damage. (*Versatile* 1d10+3 bludgeoning damage)

Shortsword Melee Weapon Attack. +5 to hit, reach 5 ft., one target.

Hit: 1d6+3 piercing damage.

Dagger Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4 + 3 piercing damage. *Finesse. Light. Thrown*, range 20/60 ft.

Handaxe Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 slashing damage. Thrown range 20/60 ft.

FIGHTER FEATURES

Second Wind Regain 1d10+1 hit points. you must finish a short or long rest before you can use it again..

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two--handed or versatile property for you to gain this benefit.

Equipment Chain mail, shield, dagger, warhammer, handaxe (2), shortsword, dungeoneer's pack, Cadre Initiate uniform

MURGEN UNDHAFF FIGHTER LEVEL 5

Medium hill dwarf, chaotic good

Armor Class 16 (18 with shield)

Hit points 54 (Hit Dice 5d10)

Speed 25 ft

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4)

INT 11 (+0) **WIS** 13 (+1) **CHA** 9 (-1)

Proficiencies (+3 proficiency bonus)

Saving throws Strength +7, Constitution +7

Skills Athletics +7, Insight +4, Perception +4 Intimidation +2

Armor All armor, shields

Weapons All simple, all martial, unarmed strike

Tools Mason's tools

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Dwarvish, Elvish, Halfling

ACTIONS

Attack You can make one of the following attacks:

Warhammer Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 4 bludgeoning damage. (*Versatile* 1d10+4 bludgeoning damage)

Shortsword Melee Weapon Attack. +7 to hit, reach 5 ft., one target.

Hit: 1d6+4 piercing damage.

Dagger Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d4 + 4 piercing damage. Thrown range 20/60 ft.

Handaxe Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 slashing damage. Thrown range 20/60 ft.

FIGHTER FEATURES

Second Wind Regain 1d10+1 hit points. you must finish a short or long rest before you can use it again..

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two--handed or versatile property for you to gain this benefit.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MARTIAL ARCHETYPE FEATURES

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Equipment Chain mail, shield, dagger, warhammer, handaxe (2), shortsword, dungeoneer's pack, Cadre Initiate uniform



"I always thought of 'evil' as an abstract idea. Until I realized I was part of it."

Recognized in childhood for the potential you held, you were torn away from your family and raised in the Dark Sky Lyceum. The Dark Sky mages are second only to the Five in the hierarchy of the Drifting City so yours was a life of luxury in a world of poverty. You trained in the mystical arts, with a strong emphasis on those that were destructive, and never questioned the lessons you were taught, until the first time you were sent out with the Cadre to enforce the will of the Five. You performed your duty that day but you'll never forget the look on the faces of those halflings. Or their screams.

BACKGROUND (BLACK SKY SAVANT)

If magical talent is recognized in childhood, the child is typically taken from the parents and raised within the Dark Sky Lyceum. Having been raised this way, you were afforded privileges that few received. You never wanted for food, water, or shelter. You had access to fine clothes and goods. And most of all, you had access to knowledge and the most forbidden of items, books. While the life was luxurious, the punishments were also brutal. You bear the scars of past mistakes, and the bruises of recent ones, inflicted to teach you the limitations of the knowledge you received. As a mage in training, you also possess a paper spellbook, something the common person in the Drifting City is forbidden from having.

More knowledge than most

You have spent years studying books, scrolls and being taught by more senior mages. Your knowledge of history is limited, as is the case for all in the city, but you have well-learned knowledge of magic and what remains of the natural world. If it exists in the Drifting City, you probably know something about it.

Personality. I am not used to manual work, and I miss my luxurious life.

Ideal. Knowledge. The path to true freedom can only be found through learning.

Bond. I know much about the Drifting City, and I feel a deep connection to it.

Flaw. I am accustomed to people doing my bidding and I quickly lose my temper when challenged.

WIZARD FEATURES

Spellcasting

You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. You prepare the list of wizard spells that are available for you to cast. To do so, choose 4 spells. The spells must be of a level for which you have spell slots. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Arcane Recovery

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 1.

Arcane Tradition (Evocation)

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

TATIANA JAKAN WIZARD LEVEL 1

Medium human, Lawful neutral

Armor Class 13 (16 with *mage armor*)

Hit points 8 (Hit Dice 1d6)

Speed 30 ft

STR 11 (+0) **DEX** 16 (+3) **CON** 15 (+2)

INT 18 (+4) **WIS** 10 (+0) **CHA** 13 (+1)

Proficiencies (+2 proficiency bonus)

Saving throws Intelligence +6, Wisdom +2

Skills Arcana +6, Investigation +6, Religion +6, Insight +2

Armor none

Weapons Simple, daggers, darts, slings, quarterstaff, light crossbow

Tools none

Senses Passive Perception 10

Languages Common, Elvish, Dwarvish, Halfling

ACTIONS

Attack You can make one of the following attacks:

Darts *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. Hit: 1d4 + 3 piercing damage. *Finesse. Thrown.*

Quarterstaff *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. Hit: 1d6 + 0 bludgeoning damage. (*Versatile* 1d8+0 bludgeoning

damage)

Dagger *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 1d4 + 3 piercing damage. *Finesse. Light. Thrown*, range 20/60 ft.

OPTIONS

Spellcasting You are a spellcaster who uses Intelligence as your spellcasting ability (spell save DC 14; +6 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost*

1st Level (2 slots): *burning hands, mage armor, magic missile, shield, thunderwave*

WIZARD FEATURES FEATURES

Arcane Recovery.

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 1.

Equipment: Spellbook, component pouch, scholar's pack, quarterstaff, dagger, 20 darts

TATIANA JAKAN WIZARD LEVEL 5

Medium human, Lawful neutral

Armor Class 14 (18 with *mage armor*)

Hit points 32 (Hit Dice 5d6)

Speed 30 ft

STR 11 (+0) **DEX** 18 (+4) **CON** 15 (+2)

INT 18 (+4) **WIS** 10 (+0) **CHA** 13 (+1)

Proficiencies (+3 proficiency bonus)

Saving throws Intelligence +7, Wisdom +3

Skills Arcana +7, Investigation +7, Religion +7, Insight +3

Armor none

Weapons. Simple, daggers, darts, slings, quarterstaff, light crossbow

Tools none

Senses Passive Perception 11

Languages Common, Elvish, Dwarvish, Halfling

ACTIONS

Attack. You can make one of the following attacks:

Dart. *Ranged Weapon Attack*: +7 to hit, range 20/60 ft., one target. Hit: 1d4 + 4 piercing damage.

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 1d6 + 0 bludgeoning damage. (*Versatile* 1d8+0 bludgeoning damage)

Dagger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 1d4 + 4 piercing damage. Thrown range 20/60 ft.

OPTIONS

Spellcasting. You are a spellcaster who uses Intelligence as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, danger sense*

1st Level (4 slots): *burning hands, mage armor, magic missile, shield*

2nd Level (3 slots): *echo shield, flaming sphere, web*

3rd Level (2 slots): *fireball, lightning bolt*

WIZARD FEATURES

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 3.

ARCANE TRADITION FEATURES (EVOCATION)

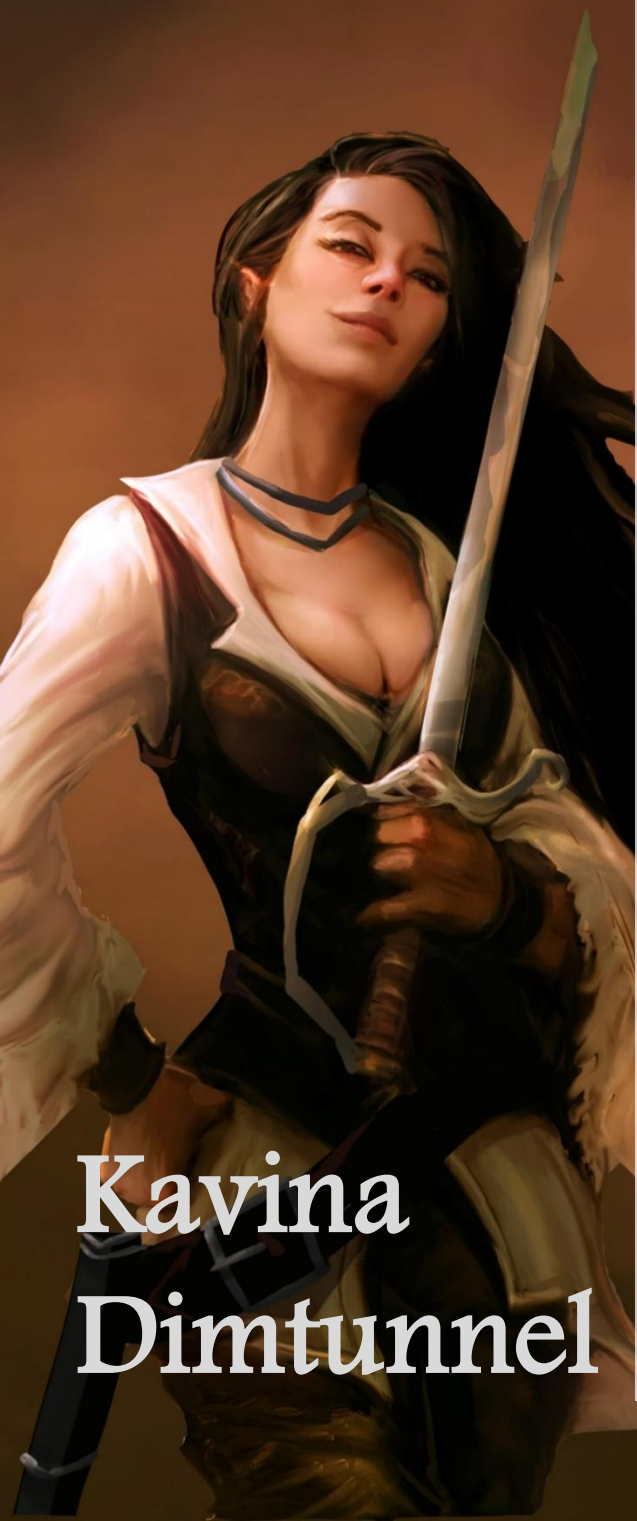
Evocation Savant

The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells

You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

Equipment: Spellbook, component pouch, scholar's pack, quarterstaff, dagger, 20 darts



Kavina
Dimtunnel

“All I need are my wits and my hands. Everything else I can acquire with those.”

You don't remember a time when you weren't taking care of yourself. Who knows if you're an orphan or not? You sure don't. Your first memories are of being self sufficient, hiding in the dark corners of various enclaves and stealing food to survive. Your size was your advantage. Few noticed you, and even few were able to catch you if noticed.

You've grown above your early years through a combination of smarts and swagger and have been know to slip in and out of places you shouldn't be just to enjoy a bit of the good life.

BACKGROUND (TUNNEL RAT)

You've scrounged your way through life from childhood all on your own. There's plenty of people with no true home in any enclave who simple exists by moving through the tunnels and chambers, getting by on what they can. You've become experienced in thieving, hiding, and most of all surviving. The people you know best are those like you, but they're also the people you like least.

Hidden Sanctuary

Years of sneaking around have helped you learn of a little place that is often overlooked by others. It gives you the opportunity to take a short break without being found. It's not too big, but you could fit a handful of your closest friends in it. If you ever make any friends.

Personality I can get a bit prickly in an unfamiliar place, especially if I don't see multiple exits.

Ideal Freedom. I need to know that I will be free, and I believe that those around me should have it as well.

Bond I act as if I've done everything myself, but I owe some debts to people who are sure to collect on them.

Flaw I have never had much use for other people and I usually treat them that way.

HALFLING TRAITS

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

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.

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.

ROGUE FEATURES

Sneak Attack

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 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.

KAVINA DIMTUNNEL ROGUE LEVEL 1

Small halfling, chaotic neutral

Armor Class 16

Hit points 10 (Hit Dice 1d8)

Speed 25 ft

STR 12 (+1) **DEX** 20 (+5) **CON** 15 (+2)

INT 17 (+3) **WIS** 8 (-1) **CHA** 13 (+1)

Proficiencies (+2 proficiency bonus)

Saving throws Dexterity +7, Intelligence +5

Skills Acrobatic +7, Stealth +7, Investigation +7, Insight +1, Perception +3, Deception +3

Armor Light armor

Weapons. Simple, longsword, rapier, shortsword, hand crossbow

Tools Thieves tools (+7)

Senses Passive Perception 11

Languages Common, Dwarvish, Halfling

ACTIONS

Attack You can make one of the following attacks:

Hand Crossbow *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. Hit: 1d6 + 5 piercing damage. *Loading.*

Rapier *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 1d8+5 piercing damage. *Finesse*

Dagger *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 1d4 + 5 piercing damage. *Finesse. Light. Thrown,* range 20/60 ft.

ROGUE FEATURES

Sneak Attack

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 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.

OPTIONS

Halfling Nimbleness

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

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.

Equipment Leather armor, hand crossbow with arrows, rapier, 2 daggers, burglar's pack, thieves tools, caltrops, dark common clothes with hood

KAVINA DIMTUNNEL ROGUE LEVEL 5

Small halfling, chaotic neutral

Armor Class 16

Hit points 38 (Hit Dice 5d8)

Speed 25 ft

STR 12 (+1) **DEX** 20 (+5) **CON** 15 (+2)

INT 17 (+3) **WIS** 10 (+0) **CHA** 13 (+1)

Proficiencies (+3 proficiency bonus)

Saving throws Dexterity +8, Intelligence +6

Skills Acrobatic +8, Stealth +8, Investigation +9, Insight +3, Perception +6, Deception +4

Armor Light armor

Weapons. Simple, longsword, rapier, shortsword, hand crossbow

Tools Thieves tools (+8)

Senses Passive Perception 16

Languages Common, Dwarvish, Halfling

ACTIONS

Attack You can make one of the following attacks:

Hand Crossbow *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. Hit: 1d6 + 5 piercing damage. *Loading.*

Rapier *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 1d8+5 piercing damage. *Finesse*

Dagger *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 1d4 + 5 piercing damage. *Finesse. Light. Thrown.* Thrown range 20/60 ft.

ROGUE FEATURES

Sneak Attack (as above)

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.

Fast Hands

You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

You gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

OPTIONS

Halfling Nimbleness (as above)

Lucky (as above)

Equipment Leather Armor, hand crossbow with arrows, rapier, 2 daggers, burglar's pack, thieves tools, caltrops, dark common clothes with hood