

## Arisys Gryf

CHARACTER NAME

Assassin Rogue (5)

CLASS & LEVEL

Lightfoot Halfling

RACE

Noble

BACKGROUND

Chaotic good

ALIGNMENT

Mark

PLAYER NAME

6.600

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

14

+2

CHARISMA

11

0

X

INSPIRATION

3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +6 Dexterity
- ☐ +2 Constitution
- ☒ +3 Intelligence
- ☐ +2 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +2 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +7 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☒ +9 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+4

INITIATIVE

25 (5)

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5D8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

If you do me injury, I will crush you, ruin your name, and salt your fields!

PERSONALITY TRAITS

Noble obligation, it's my duty to protect and care for the people beneath me.

IDEALS

I will face any challenge to win the approval of my family.

BONDS

I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Rapier +7 1D8+3

Crossbow +7 1D8+3

Dagger +7 1D4+3

ATTACKS & SPELLCASTING

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 3d6 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.

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 a loot is, 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.

Assassinate: Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Athlete feat: You have undergone extensive physical training to gain the following benefits:

\* Increase your Strength or Dexterity score by 1, to a maximum of 20.

\* When you are prone, standing up uses only 5 feet of your movement.

\* Climbing doesn't cost you extra movement.

\* You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Uncanny Dodge: Starting at 5th level, when an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

FEATURES & TRAITS

12

PASSIVE WISDOM (PERCEPTION)

Expertise: Stealth, Perception  
Noble: Persuasion, History

Languages: Halfling, Common, Elvish

Weapon: Simple, Hand crossbow hand, Longsword, Rapier, Shortsword

Armor: Light  
Tools: Thieves

Bonus proficiency's: Disguise kit, Poisoner's kit, One type of gaming set

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Rapier (Ngira), Shortbow, Light crossbow  
Quiver with arrows, Crossbow bolts  
2 Daggers

Leather armor  
Thieves tools  
Burglar's pack: backpack, 1,000 ball bearings, 10 feet string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50 feet hemp rope

5 days extra rations  
3 extra flasks of oil (6 hour light)  
Bedroll, Messkit

Set of fine cloths, Signet ring, Scroll of pedigree

Loot:  
Padlock (Feathergale towerwindow)  
Potion of Dminish (1D4 uur)  
Grimjaws key, Grimjaws head  
Watergate padlock with key  
Depleted Feathergale cloak

EQUIPMENT