Baridil Alastremere

CHARACTER NAME

Rogue 5		
CLASS & LEVEL		PLAYER NAME
Elf	Charlatan	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

STRENGTH 10 (+0)

DEXTERITY 18 (+4)

CONSTITUTION 12 (+1)

INTELLIGENCE 12 (+1)

WISDOM 12 (+1)

CHARISMA 14 (+2)

- ○ +0 Strength
- ◉ +7 Dexterity
- ○ +1 Constitution
- ◉ +4 Intelligence
- ○ +1 Wisdom
- ○ +2 Charisma

Saving Throw Modifiers

Advantage Made to avoid or end the Charmed condition

SAVING THROWS

- Ⓟ +7 Acrobatics DEX
- ○ +1 Animal Handling WIS
- ○ +1 Arcana INT
- Ⓟ +3 Athletics STR
- Ⓟ +5 Deception CHA
- ○ +1 History INT
- Ⓟ +4 Insight WIS
- ○ +2 Intimidation CHA
- Ⓟ +4 Investigation INT
- ○ +1 Medicine WIS
- ○ +1 Nature INT
- ○ +1 Perception WIS
- Ⓟ +5 Performance CHA
- Ⓟ +5 Persuasion CHA
- ○ +1 Religion INT
- Ⓔ +10 Sleight of Hand DEX
- Ⓔ +10 Stealth DEX
- ○ +1 Survival WIS
- ○ ____ _____
- ○ ____ _____
- ○ ____ _____

SKILLS

+4 **INITIATIVE**

ARMOR 16 **CLASS**

Immunities - Magical Sleep

DEFENSES

HEROIC INSPIRATION

+3 **PROFICIENCY BONUS**

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Climbing)

SPEED

Max HP	Current HP	Temp HP
33		--

HIT POINTS

Total 5d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Rapier, Scimitar, Shortsword, Simple Weapons, Whip

=== TOOLS ===
Forgery Kit, Jeweler's Tools, Thieves' Tools

=== LANGUAGES ===
Common, Common Sign Language, Dwarvish, Elvish, Thieves' Cant

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
Cunning Action
On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

Fast Hands: Sleight of Hand
Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.

Fast Hands: Use Magic Item
Take the Magic action to use a magic item that requires that action.

Fast Hands: Utilize
Take the Utilize action to use an object.

Steady Aim
You give yourself Advantage on your next attack roll on the current turn, provided that you haven't moved during this turn. After you use it, your Speed is 0 until the end of the current turn.

=== REACTIONS ===
Uncanny Dodge

ACTIONS

11	PASSIVE PERCEPTION
14	PASSIVE INSIGHT
14	PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Scimitar	+7	1d6+4 Slashing	Martial, Finesse, Light, Nick
Shortbow	+7	1d6+4 Piercing	Simple, Ammunition, Range, Two-Handed, Vex, Range (80/320)
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME

Rogue 5		gnimitable
CLASS & LEVEL		PLAYER NAME
Elf	Charlatan	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

=== ROGUE FEATURES ===

* Core Rogue Traits • PHB-2024 129

* Expertise • PHB-2024 129
You gain Expertise in two of your skill proficiencies of your choice.

* Sneak Attack • PHB-2024 129
Once per turn you can deal an extra 3d6 damage to one creature you hit with an attack if you have Advantage on the roll and the attack uses a Finesse or Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack if at least one of your allies is within 5 ft. of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB-2024 129
You know Thieves' Cant and one other language of your choice.

* Weapon Mastery • PHB-2024 129

* Cunning Action • PHB-2024 130
On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

| 1 Bonus Action

* Rogue Subclass • PHB-2024 130

| Thief

* Steady Aim • PHB-2024 130
As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn, provided that you haven't moved during this turn. After you use it, your Speed is 0 until the end of the current turn.

| 1 Bonus Action

* Fast Hands • PHB-2024 137
As a Bonus Action you can do one of the following:

• Make a Dex. (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket.
• Take the Utilize action or take the Magic action to use a magic item that requires that action.

| Fast Hands: Sleight of Hand: 1 Bonus Action

| Fast Hands: Utilize: 1 Bonus Action

| Fast Hands: Use Magic Item: 1 Bonus Action

* Second-Story Work • PHB-2024 137
You gain the following benefits:

• You gain a Climb Speed equal to your Speed.
• You can determine your jump distance using your Dex. rather than your Str.

* Ability Score Improvement • PHB-2024 130

* Cunning Strike • PHB-2024 130
When you deal Sneak Attack damage you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt.

• Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a DC 15 Con. saving throw. On a failed save, the target has the Poisoned condition for 1 minute, and at the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success. You must have a Poisoner's Kit on your person to use this effect.
• Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a DC 15 Dex. saving throw or have the Prone condition.
• Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

| Sneak Attack: Poison (Cost: 1d6): No Action

| Sneak Attack: Trip (Cost: 1d6): No Action

| Sneak Attack: Withdraw (Cost: 1d6): No Action

* Uncanny Dodge • PHB-2024 131
When an attacker you can see hits you with an attack, you can take a Reaction to halve the attack's damage against you (round down).

| 1 Reaction

=== ELF SPECIES TRAITS ===

* Creature Type • PHB-2024 190
You are a Humanoid.

* Size • PHB-2024 190
You are Medium.

* Speed • PHB-2024 190
Your speed is 30 ft.

* Darkvision • PHB-2024 190
You have Darkvision with a range of 60 ft.

* Elven Lineage • PHB-2024 190
Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	115
PP	0

WEIGHT CARRIED
70.8 lb.

ENCUMBERED
150 lb.

PUSH/DRAG/LIFT
300 lb.

NAME	QTY	WEIGHT
Fine Clothes	1	6 lb.
Costume	1	4 lb.
Forgery Kit	1	5 lb.
Scimitar	1	3 lb.
Studded Leather	1	13 lb.
Potion of Healing	1	0.5 lb.
Shortbow	1	2 lb.
Quiver	1	1 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Thieves' Tools	1	1 lb.
Dagger	1	1 lb.
Dagger	1	1 lb.
Rope	1	5 lb.
Bedroll	1	7 lb.

NAME	QTY	WEIGHT
Waterskin	1	5 lb.
Rations	2	4 lb.
Grappling Hook	1	4 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Rogue 5		gnimitable
CLASS & LEVEL		PLAYER NAME
Elf	Charlatan	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

| High Elf Lineage •
You gain the spells outlined in the Elven Lineages table, and whenever you finish a Long Rest, you can replace the cantrip at level 1 with a different cantrip from the Wizard spell list.

* Elven Lineage Spells • PHB-2024 189

| High Elf - Charisma •

* Fey Ancestry • PHB-2024 190
You have Advantage on saving throws you make to avoid or end the Charmed condition.

* Keen Senses • PHB-2024 190
You have proficiency in the Insight, Perception, or Survival skill.

* Trance • PHB-2024 190
You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

=== FEATS ===

* Ability Score Improvement • PHB-2024 202
Increase one ability score by 2 or two ability scores by 1.

* Charlatan Ability Score Improvements • PHB-2024 179

| Increase two scores (+2 / +1) •

* Skilled • PHB-2024 201
You gain proficiency in any combination of three skills or tools of your choice.
Repeatable. You can take this feat more than once.

* Weapon Mastery • PHB-2024 129

| Scimitar (Nick) •
Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can only be made once per turn.

| Shortbow (Vex) •
Vex. If you hit a creature with a Shortbow and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

| Nick (Scimitar): 1 Action

| Vex (Shortbow): 1 Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Baridil Alastremere

CHARACTER NAME

Medium				
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Friends	Elven Lineage Spells	WIS 13	1A	10 ft.	S,M	Concentration, up to 1 minute	PHB-2024 277	D: 1m, S/M
	=== 1st LEVEL ===								
O	Detect Magic [R]	Elven Lineage Spells	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic [R]	Elven Lineage Spells	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	1/LR, D: 10m, 30 ft. Sphere, V/S
	=== 2nd LEVEL ===								
O	Misty Step	Elven Lineage Spells	--	1BA	Self	V	Instantaneous	PHB-2024 299	1/LR, V
O	Misty Step	Elven Lineage Spells	--	1BA	Self	V	Instantaneous	PHB-2024 299	V

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