

# CIRDIRE OF HOUSE SANUA

Rogue 1

CLASS & LEVEL

Drow

RACE

0

EXPERIENCE POINTS

Criminal

BACKGROUND

Glenn

PLAYER NAME

DM:ERIC

CAMPAIGN or PLAYER ID

STR  
**+0**  
10

**+2** PROFICIENCY BONUS

DEX  
**+3**  
17

CON  
**+2**  
14

INT  
**+1**  
13

WIS  
**-1**  
8

CHA  
**+1**  
13

## SAVING THROWS

+0 Strength Saves  
+5 Dexterity Saves \*  
+2 Constitution Saves  
+3 Intelligence Saves \*  
-1 Wisdom Saves  
+1 Charisma Saves  
\* *Prof. bonus added*

## SKILLS

+5 Acrobatics (*Dex*) \*  
-1 Animal Handling (*Wis*)  
+1 Arcana (*Int*)  
+0 Athletics (*Str*)  
+3 Deception (*Cha*) \*  
+1 History (*Int*)  
+1 Insight (*Wis*) \*  
+3 Intimidation (*Cha*) \*  
+1 Investigation (*Int*)  
-1 Medicine (*Wis*)  
+1 Nature (*Int*)  
+1 Perception (*Wis*) \*  
+1 Performance (*Cha*)  
+1 Persuasion (*Cha*)  
+1 Religion (*Int*)  
+7 Sleight of Hand (*Dex*) \*\*  
+7 Stealth (*Dex*) \*\*  
-1 Survival (*Wis*)

\* *Prof. bonus added*

**11** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor

**Weapons:** simple weapons, hand crossbow, longsword, rapier, shortsword

**Tools:** gambling dice, thieves tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Acrobatics, Deception, Insight, Intimidation, Perception, Sleight of Hand, Stealth

**Languages:** Common, Thieves' Cant, Elvish



ARMOR CLASS (AC)

**14**



INITIATIVE

**+3**



SPEED

**30 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 & SPECIAL ATTACKS

**Sneak Attack:** Once per turn, deal 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.

## FEATURES, TRAITS & MORE

**Alignment: Lawful Evil.** I take what I want up to the maximum allowed by law or loyalty, promoting order and control over others.

### Dark Elf Traits [PHB p. 23]

- Age: 172 years old
- Medium Size (4' 8", 84 lbs.)
- Superior Darkvision (120 feet)
- Sunlight Sensitivity (disadvantage)
- Drow Weapon Training (var. weapons)
- Drow Magic (Charisma-based; *Dancing Lights* cantrip)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)

### Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with \*\*)
- Sneak Attack (+1d6)
- Thieves' Cant (slang speak in code)

### Criminal Features [PHB p. 129]

- Criminal Contact

## EQUIPMENT & TREASURE

**Carried Gear:** leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, belt pouch, crowbar, set of dark common clothes including a hood

**Lifting and Carrying:** 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

**Coins & Gems:** 9 gold pieces (gp); 21 silver pieces (sp); 43 copper pieces (cp); 4 gems (worth 10 gp each)