



LASSIVIREN THE DARK

Rogue 8 (Assassin)

CLASS & LEVEL

Human

RACE

37,060

EXPERIENCE POINTS

Criminal

BACKGROUND

Al Hammack

PLAYER NAME

Greyhawk

CAMPAIGN or PLAYER ID

STR
+0
11

+3 PROFICIENCY BONUS

DEX
+5
20

CON
+2
14

INT
+1
13

WIS
-1
9

CHA
+2
15

SAVING THROWS

- +0 Strength Saves
 - +8 Dexterity Saves *
 - +2 Constitution Saves
 - +4 Intelligence Saves *
 - 1 Wisdom Saves
 - +2 Charisma Saves
- * Prof. bonus added

SKILLS

- +8 Acrobatics (Dex) *
- 1 Animal Handling (Wis)
- +1 Arcana (Int)
- +0 Athletics (Str)
- +5 Deception (Cha) *
- +1 History (Int)
- +2 Insight (Wis) *
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- 1 Medicine (Wis)
- +1 Nature (Int)
- +2 Perception (Wis) *
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +11 Sleight of Hand (Dex) **
- +11 Stealth (Dex) **
- 1 Survival (Wis)

* Prof. bonus added

12 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

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

Tools: gambling dice, disguise kit, poisoners kit

Saving Throws: Dexterity, Intelligence

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

Languages: Common, Thieves' Cant, Orc

ENCUMBRANCE

Lifting & Carrying: 165 lbs. max. carrying capacity; 330 lbs. pushing or dragging (speed -5 ft.); 330 lbs. max. lift.



ARMOR CLASS (AC)

16



INITIATIVE

+5



SPEED

30 ft.

Armor Worn: leather armor



HIT POINTS

59

HIT DICE

8d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

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

Shortbow. *Ranged Weapon Attack:* +8 to hit. *Hit:* 1d6+5 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:* +8 to hit, reach 5 ft. 1d4+5 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.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), poisoner's kit (vials, chemicals, venoms), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, crowbar, set of dark common clothes with a hood. (This load is about 37 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)
• 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 760 gold pieces (gp); 31 silver pieces (sp); 48 copper pieces (cp); 3 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Criminal Background [PHB p. 129]

- **Feature:** Criminal Contact.
- **Traits:** Covers up prison tattoos. Stammering voice.
- **Ideal:** Free market ain't free.
- **Bond:** Vowed to free imprisoned accomplice.
- **Flaw:** Secret spy for royal family.

Human Traits [PHB p. 29]

- Age: 32 years old
- Medium Size (5' 5", 137 lbs.)

Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+4d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Assassinate (adv. vs. no turn yet and any hit auto-critical)
- Uncanny Dodge (reax. for half damage)
- Evasion (area effect half or no damage)