

Smokey

Player: Finn

Male Mountain Dwarf Rogue 5 - CR 2

Chaotic Neutral Humanoid; Deity: **Mask**; Background: **Urchin**; Age: **115**; Height: **4' 5"**; Weight: **150lb.**; Eyes: **brown**; Hair: **black**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	10	0	+0
DEX DEXTERITY	16	+3	+6
CON CONSTITUTION	14	+2	+2
INT INTELLIGENCE	14	+2	+5
WIS WISDOM	13	+1	+1
CHA CHARISMA	10	0	+0

AC 15	Initiative +3	Speed 30 ft
Proficiency +3	Inspiration	
HP 38	HD 5d8	Death Saves
Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+6, 1d4+3 piercing** Rng: 20 ft./60 ft.
 Ranged: **+6, 1d4+3 piercing** Finesse, Light, Thrown

short sword of life stealing

Main hand: **+7, 1d6+4 piercing** Finesse, Light

Shortbow

Ranged, both hands: **+6, 1d6+3 piercing** Rng: 80 ft./320 ft.
 Ammunition, Two-Handed

Studded leather

+2



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+6	DEX (3)	+3	
Squat Nimbleness: You have advantage to checks made to escape grapples.				
Animal Handling	+1	WIS (1)		
Arcana	+2	INT (2)		
Athletics	+3	STR (0)	+3	
Squat Nimbleness: You have advantage to checks made to escape grapples.				
Deception	+3	CHA (0)	+3	
History	+2	INT (2)		
Insight	+4	WIS (1)	+3	
Intimidation	+0	CHA (0)		
Investigation	+2	INT (2)		
Medicine	+1	WIS (1)		
Nature	+2	INT (2)		
Perception	+4	WIS (1)	+3	
Performance	+0	CHA (0)		
Persuasion	+0	CHA (0)		
Religion	+2	INT (2)		
Sleight of Hand	+9	DEX (3)	+6	
Stealth	+6	DEX (3)	+3	
Survival	+1	WIS (1)		

Passive Perception: 14

Feats

Squat Nimbleness (Athletics)

Other Proficiencies:

Tools: Disguise kit (+3); Mason's tools (+3); Thieves' tools (+6); Tinker's tools (+3)

Weapons: Simple weapons; Battleaxe; Crossbow, hand;

Smokey – Abilities & Gear

Squat Nimbleness (Athletics)

Feat

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.

Appears In : Xanathar's Guide To Everything

City Secrets

Unknown

You are familiar with how cities are laid out and the secret ways to navigate them, back alleys, shortcuts, etc., that others find difficult. When not in combat and if you are leading, you can easily navigate the city and travel between two locations twice as fast as your normal speed would allow.

Darkvision (60 feet)

Racial Ability, Senses (Dwarf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Dwarven Resilience

Racial Ability (Dwarf)

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

Stonecunning

Racial Ability (Dwarf)

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.

Arcane Trickster

Class Ability (Rogue)

Arcane tricksters tended to prepare for any eventuality and then winged it, relying on their stealthiness to sneak in and use their spells to maximum advantage, then get away quickly.

Appears In : 5e Players Handbook

Cunning Action

Class Ability (Rogue)

Starting at 2nd level, 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.

Expertise (Thieves' tools)

Class Ability (Rogue)

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Mage Hand Legerdemain

Class Ability (Rogue)

When you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Sneak Attack +3d6

Class Ability (Rogue)

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. 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 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.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

Class Ability (Rogue)

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 loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge

Class Ability (Rogue)

Starting at 5th level, 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.

Spell scroll of comprehend languages

Scroll

Comprehend Languages

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.