

TYLER JACOBSON



SHEILA
 CHARACTER NAME

FARMER BACKGROUND ROGUE CLASS

HUMAN SPECIES THIEF SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

ARMOR CLASS
14
 SHIELD

HIT POINTS

TEMP	SPENT
35	4D8
MAX	MAX

HIT DICE

DEATH SAVES
 SUCCESSES
 FAILURES

INITIATIVE
+3

SPEED
 30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
SHORTSWORD	+5	1D6 + 3 PIERCING	FINESSE, LIGHT, MASTERY: VEX
DAGGER	+5	1D4 + 3 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60), MASTERY: NICK
SHORTBOW	+5	1D6 + 3 PIERCING	AMMUNITION (RANGE 80/320), TWO-HANDED

PROFICIENCY BONUS
+2

INTELLIGENCE
+2 MODIFIER **14** SCORE

STRENGTH
-1 MODIFIER **8** SCORE

- 1 Saving Throw
- 1 Athletics

+4 Saving Throw

- +2 Arcana
- +2 History
- +2 Investigation
- +4 Nature
- +2 Religion

FEATS

ABILITY SCORE IMPROVEMENT*
 LUCKY
 TOUGH*

CLASS FEATURES

EXPERTISE*
 SNEAK ATTACK (2D6)
 THIEVES' CANT*
 WEAPON MASTERY (DAGGERS, SHORTSWORDS)*
 CUNNING ACTION
 FAST HANDS
 SECOND-STORY WORK
 STEADY AIM
 ABILITY SCORE IMPROVEMENT*

DEXTERITY
+3 MODIFIER **17** SCORE

- +5 Saving Throw
- +5 Acrobatics
- +7 Sleight of Hand
- +7 Stealth

WISDOM
+2 MODIFIER **14** SCORE

- +2 Saving Throw
- +4 Animal Handling
- +4 Insight
- +2 Medicine
- +4 Perception
- +2 Survival

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

CONSTITUTION
+1 MODIFIER **12** SCORE

- +1 Saving Throw

CHARISMA
+1 MODIFIER **12** SCORE

- +1 Saving Throw
- +1 Deception
- +1 Intimidation
- +1 Performance
- +1 Persuasion

LANGUAGES COMMON, DRAGONIC, ELVISH, SYLVAN, THIEVES' CANT

ALIGNMENT NEUTRAL GOOD

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ✦Light ✦Medium ✦Heavy ✦Shields

PROFICIENCIES
 MARTIAL WEAPONS WITH THE FINESSE OR LIGHT PROPERTY, SIMPLE WEAPONS, CARPENTER'S TOOLS, THIEVES' TOOLS

COINS

CP	SP	EP	GP	PP
			39	

SHEILA

EQUIPMENT

CLOAK OF INVISIBILITY

LEATHER ARMOR

2 DAGGERS

SHORTSWORD

SHORTBOW

20 ARROWS

QUIVER

THIEVES' TOOLS

BURGLAR'S PACK

CARPENTER'S TOOLS

HEALER'S KIT

IRON POT

SHOVEL

TRAVELER'S CLOTHES

CLOAK OF INVISIBILITY

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a Magic action to pull its hood over your head and expend 1 charge to give yourself the Invisible condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the hood.

Magic Item Attunement

◆ CLOAK OF INVISIBILITY

